

ELLE LUO

elleluo.com | el685@cornell.edu

EDUCATION

CORNELL UNIVERSITY

M.S. IN HUMAN FACTORS AND
ERGONOMICS

Minor: Information Science
Aug 2019 - Present

UC DAVIS

B.A. IN DESIGN
Interaction Design
June 2018

LINKS

Github:// eluo0
LinkedIn:// elle-luo-872395130

COURSEWORK

GRADUATE

Statistical Methods
Empirical Research
Rapid Prototyping & Physical Computing
Research Methods in Social Science
Human Factors & Inclusive Design
Design Thinking

UNDERGRADUATE

Wearable Technology
Interaction Design
Python Programming
Web Development
3D Modeling
Human-centered Design
Game Design

SKILLS

PROGRAMMING

Python • R • C#
Processing

WEB TECHNOLOGIES

HTML • CSS • JavaScript

PLATFORMS

Arduino • Matlab • Anaconda
Autodesk Fashion 360 • Unity

ART & DESIGN

Premiere Pro • After Effects
Illustrator • Photoshop
Figure drawing • Photography

EXPERIENCE

DESIGN & AUGMENTED INTELLIGENCE LAB | GRADUATE

RESEARCH ASSISTANT AT CORNELL UNIVERSITY
April 2020 - Present | Ithaca NY

RESEARCH PROJECTS IN NEURAL INTERFACES

- Work on research in brain-Computer Interfaces (BCIs) that involves design decisions, building functional prototypes, computer programming, and data analysis
- Design and engineer neural interfaces during fabrication process.
- Work with electroencephalogram (EEG) for human activities recognition using machine learning via Matlab during research process.
- Conduct research in teamwork and advised by senior researchers.

HYBRID BODY LAB | RESEARCH INTERN AT CORNELL UNIVERSITY

Jan 2019 - March 2020 | Ithaca NY

RESEARCH PROJECTS IN WEARABLE COMPUTING & HCI

- Engineer and fabricate wearable computing interfaces by integrating skill sets in design and engineering.
- Conduct user research studies evaluating user's experience on the performance of prototypes.
- Lead research projects and help with group management.

INTERACTIVE ORGANISMS LAB | UNDERGRADUATE RESEARCHER

ASSISTANT AT UC DAVIS
Jan -- Dec 2018 | Davis CA

RESEARCH PROJECTS IN VR & WEARABLE COMPUTING

- Designing color, scent, and sound based human-machine interaction.
- Developed my first project in VR using Unity, programmed in C#.

PUBLICATIONS

Eslucent: An Eyelid Interface for Detecting Eye Blinking
Elle Luo, Ruixuan Fu, Alicia Chu, Katia Vega, Cindy Hsin-Liu Kao
ACM International Symposium on Wearable Computers (ISWC) 2020

Understanding Social Perceptions Towards Interacting with On-Skin
Interfaces in Public

BEST PAPER HONORABLE MENTION AWARD

Chuang-Wen You, Ya-Fang Li, Elle Luo, Hung-Yeh Lin, Cindy Hsin-Liu Kao
ACM International Symposium on Wearable Computers (ISWC) 2019

Scentery: A Calming Multisensory Environment by Mixing Virtual Reality,
Sound, and Scent

Elle Luo, Katia Vega

ACM International Conference on Human-Computer Interaction with
Mobile Devices and Services (MobileHCI) 2018

INTEREST

Artificial Intelligence
Problem solving
Technology • Data science
Design • Reading • Traveling

LANGUAGES

English • Chinese

HONOUR & AWARD

2019 Best Paper Honourable Mention Award
ACM International Symposium on Wearable Computers

CONFERENCE PRESENTATION

2020 Present at ACM International Symposium on Wearable Computers
2018 Present at ACM International Conference on Human-Computer
Interaction with Mobile Devices and Services

EXHIBITIONS

Diversity at UC Davis, Maker Faire '18, | San Mateo, CA

Undergraduate Research Conference at UC Davis'18 | Davis, CA

Cliteracy, Manetti Shrem Museum of Art | Davis, CA