LUO

ELLE LUO
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Academic and Research Experience

Visitor Researcher in Technology Lab
Jan. 2018 - Present
Research human-computer interaction projects with the lab adviser

MobileHCI' 18
Sept. 2018
Presentation: "Scentery: a calming multisensory environment by mixing virtual reality, sound, and scent"
Present in both poster and demonstration sessions

Undergraduate Research Conference at UC Davis' 18
April 2018
Presentation: "Scentery: Virtual Reality And Scent For Treating Stress"
Present in the Art and Design Exhibition

Research Assistant in ModLab
March - June 2017
Design assistance for Play the Knave
Design public promotional materials and signage for installations

University of California, Davis
Sept. 2016 - August 2018
Bachelor degree in Design
Emphasis on Interaction Design and Human Computer Interaction
Courses in interactive media, computer science, wearable technology, 3d modeling, human-centered design

Yuan Ze University
Sept. 2011 - Nov. 2012
Studied Art and Design
Taiwan

Publications

MobileHCI' 18
Luo, Elle, and Katia Vega. "Scentery: a calming multisensory environment by mixing virtual reality, sound, and scent." *Proceedings of the 20th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct.* ACM, 2018.

Skills

Programming | Processing, Arduino, Python, C#, HTML, CSS, Javascript
Multimedia and Design | After Effects, Photoshop, Illustrator
Platforms | Processing, Arduino, Unity, VectorWork, Artlantis, Rhinoceros 3D
Hardwares | Arduino, BLE, Accelerometer, Light sensor, PCB design
Art | Drawing in pencils and charcoal, Acrylic painting, Watercolor, Traditional Chinese painting, Photography

Exhibitions

Diversity at UC Davis, Maker Faire '18
Presentation: Scentery & Mooder
San Mateo, CA

Cliteracy, Manetti Shrem Museum of Art
Davis, CA

Media

AggieVoices, Learning Across Disciplines with the UC Davis Undergraduate Research Conference

Languages

English, Mandarin (native)