ELLE LUO

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Academic and Research Experience

Visiting Research Intern at Cornell University
Starting Jan. 2019 (Expected)

Do research in the department of design + environmental analysis with the lab adviser

Visiting Researcher in Technology Lab at UC Davis
Jan. - Dec. 2018

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 at UC Davis
March - June 2017

Design assistant for Play the Knave
Design public promotional materials and signage for installations

University of California, Davis
Sept. 2016 - Sept. 2018

Bachelor degree in Design
Emphasis on Interaction Design and Human Computer Interaction
Courses in interaction design, computer science, wearable technology, 3d modeling, human-centered design

Yuan Ze University
Sept. 2011 - Nov. 2012

Studied Art and Design
Taiwan

Work Experience

Brand Representative
Feb. 2014

Abercrombie & Fitch
Cashier; monitor fitting rooms area and help customers finding items; work with other brand representatives, stock associate and store management.

Coffee Shop Attendant
Summer 2012

Taipei, Taiwan
Waitressing; attending customers at peak hours, handling orders, and managing large sums of cash; maintained store cleanses and preparation; regularly interact with store management.

Skills

Programming | Processing, Arduino, Python, C#, HTML, CSS, Javascript

Multimedia and Design | After Effects, Photoshop, Illustrator

Platforms | Processing, Arduino, Unity, Rhinoceros 3D, Anaconda, VectorWork, Artlantis

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

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.

Volunteer Experience

Design Career Club at UC Davis

Worked with web design team to design the user interface (UI) of the club's website and helped coding the website using HTML, CSS, and Javascript.

3rd Annual Design Career Fair at UC Davis

Helped organize the event settings. Coordinate with representatives from different design companies. Communicate with event participants.

Media

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

Languages

English, Mandarin (native)