

Curriculum Vitae

Education

Ph.D. Computer Science: Human Computer Interaction

Virginia Tech (Defended February 2022)

Dissertation: Human Computer Interaction for Complex Machine Learning

M.S. Computer Science: Human Computer Interaction

Virginia Tech (May 2019)

Thesis: Interactive Interfaces for Capturing and Annotating Videos of Human Movement

B.S. Computer Engineering

Virginia Tech (May 2017)

Professional Experience

Meta (Facebook) | Lead User Experience Researcher | December 2021 – Present

- Led foundational research for senior leadership and C-Level executives to understand which collaboration tools would improve productivity for Meta. Impact from this research led to a cost savings of over 2 billion USD
- Designed and executed impactful qualitative and quantitative research for improving engagement and retention for Meta's core products. Research findings led to product changes with FB and Instagram's product pillar
- Collaborated with Designers, Product Managers, Engineers, and Research Scientists to develop a human-centric computational model that empowers Meta users through a novel artificial intelligence system
- Created a companywide UX ambassador program and mentored interns on which led to 30% increase in intern offers and conversion

Virginia Tech | User Experience Researcher + Research Scientist | Fall 2017 – February 2022

- Collected and analyzed patient, therapist, and caregiver experience and behavior through diary studies and 1:1 interviews to develop a systematic approach for assessing in-home stroke therapy
- Designed and created user-friendly human-centric artificial intelligence interfaces and systems for stroke survivors to assist with in-home therapy
- Created and evaluated the world's first capture and rating interface for clinical assessment at the Shirley Ryan AbilityLab (#1 rehabilitation hospital in the world)
- Developed an innovative human-centric approach that enables humans and artificial intelligence systems to understand human knowledge and behavior

Google | User Experience Researcher (Contractor) | April 2021 – October 2021

- Ran a large scale max-diff quantitative survey to identify which features had the most customer value for Google Meet business users
- Researched and identified which features would increase growth and monetization for Google Meet business users
- Led a competitive benchmarking analysis to help the product team prioritize which features should be built and integrated into Google Meet
- Collaborated with Product Designers to run usability tests and card-sorting studies to better understand the mental model of business users

Facebook | User Experience Researcher Intern | May 2020 – August 2020

- Conducted research using a wide variety of qualitative methods to create actionable insights across the product development lifecycle
- Utilized research experience to provide strategic guidance on increasing user engagement and retention for Enterprise Products
- Worked closely with product and design teams to identify research topics and research roadmap
- Communicated results, insights, and recommendations two weeks ahead of schedule

Adobe | Design Engineering Research Intern | May 2019 – August 2019

- Proposed and pioneered an innovative new tool for authoring accessible and adaptive color palettes
- Introduced a color-mapping tool in React JavaScript to help designers create palettes for colorblind users
- Prototyped designs for user-testing and researching in Adobe XD

Intel Corporation | Program Manager Intern | May 2018 – August 2018

- Accelerated and automated a desktop dashboard for revenue reporting forecasting, incorporated user research and usability testing
- Improved forecast accuracy by 30% by enhancing a pipeline application to streamline procurement data

Intel Corporation | Software Developer Intern | May 2017 – August 2017

- Analyzed internal web applications in C# for customers forecasting supply and demand
- Integrated supply chain systems on a common framework using Agile and SCRUM methodologies

Intel Corporation | Application Developer Intern | May 2016 – August 2016

- Executed functional and standard back-end testing for Intel's Supply Chain Technical solutions team
- Prioritized backlog of requirements and transformed web applications features for supply chain partners

Publications

T. Ahmed, T. Rikakis, **S. Zilevu**, A. Kelliher, T. Kowshik, P. Turaga, S.Wolf. (2022). A Hierarchical Bayesian Model for Cyber-Human Assessment of Rehabilitation Movement (JNER'22). *In Review*

J. Clark, **S. Zilevu**, T. Ahmed, A. Kelliher, S. Yeshala, S. Garrison, C. Garcia, O. Menezes, M. Seth, T. Rikakis. (2021). Hybrid Workflow Process for Home Based Movement Capture, In ACM International Conference on Interactive Media Experiences (IMX'21). Association for Computing Machinery, New York, NY, USA 241-246.

A.Kelliher, **S.Zilevu**, T.Rikakis, T.Ahmed, Y.Troung, S.Wolf. (2020). Towards Standardized Process for Physical Therapists to Quantify Patient Rehabilitation, ACM SIGCHI 2020 (CHI'20), Hawaii, USA, April 25 – 30, 2020.

A.Kelliher, **S.Zilevu**, T.Rikakis, S.Wolf. (2019). Towards the Development of Semi-Supervised Rehabilitation Systems for the Home, in *Proceedings of the Technology, Mind, and Society Conference*, Washington DC, Oct 1-3, 2019.

S.Zilevu, T.Rikakis, A.Kelliher, J.Choi, A.Gibson, E.Bottlesen, JB.Huang, S.Garrison, S.Wolf, A.Reiss, L.Wolf, K.Sahu.(2018). A Machine Learning Approach for the Quantitative Assessment of the Upper Extremity in Stroke Survivors, in *Proceedings of the Conference on Progress in Clinical Motor Control: Neurorehabilitation*, State College, PA, July 23-25, 2018.

T.Rikakis, A.Kelliher, J.Choi, JB.Huang, K.Kitani, **S.Zilevu**, and S.Wolf. (2018). Semiautomated home-based therapy for the upper extremity of stroke survivors, in *Proceedings of the 11th Pervasive Technologies Related to Assistive Environments Conference (PETRA'18)*. ACM, New York, NY, USA, 249-256

S.Zilevu. (2019). Interactive Interfaces for Capturing and Annotating Videos. Virginia Tech (**William Preston STEM Thesis of the Year**)

Popular Press

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| 2022 | MIT Technology Review: 35 Innovators Under 35 |
| 2022 | VT CS News: Graduate Students Say Fellowships Made All The Difference |
| 2021 | VT News: Fellowship Scholarship Recipient |
| 2020 | VT New: Outstanding Thesis Of The Year Award |
| 2020 | VT@CS Living His Best Grad Life: Kobla Setor Zilevu |
| 2020 | VT@CS NSF Grants Unites Diverse Virginia Tech Team To Improve in-Home Physical Therapy |
| 2020 | Tapia Conference: Secure your Bag(s) and Degree(s): Graduate School Edition |
| 2019 | Life After Basketball: How To Create Resume and Interview Skills |

HONORS AND AWARDS

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| 2022 | MIT Technology Review: 35 Innovators Under 35 |
| 2022 | Virginia Tech Computer Science PhD Researcher of the Year Award |
| 2022 | WDBJ7: World's Youngest Ghanaian User Experience Researcher to receive Ph.D. |
| 2021 | Richard E. Nance Graduate Fellowship Recipient |
| 2021 | Walts Fellowship Scholarship Recipient |
| 2021 | Dissertation Institute Recipient |
| 2020 | National Institute of Health (NIH) Fellow |
| 2020 | Walts Fellowship Scholarship Recipient |
| 2020 | Tapia Scholarship Recipient |
| 2020 | William Preston Outstanding Thesis Award in Science, Technology, Engineering, and Mathematics |
| 2019 | GEM Full Fellowship – Ph.D. |
| 2019 | Adobe Scholar |
| 2019 | VT@CS Scholarship Recipient |
| 2019 | Tapia Scholarship Recipient |
| 2019 | Black User Experience Summit Scholarship Recipient |
| 2019 | New Horizon Graduate Scholar |
| 2018 | Intel Artificial Intelligence Student Ambassador |
| 2017 | GEM Full Fellowship – M.S. |
| 2017 | Intel Scholar |
| 2017 | New Horizon Graduate Scholar |

LEADERSHIP AND SPEAKING ENGAGEMENTS

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| 2022 | Speaker – Black is Tech Conference: Where UX meets ML |
| 2022 | Guest Lecturer – Northeastern University (User Experience in the Age of Machine Learning) |
| 2022 | Guest Lecturer – Arizona State University (User Experience for Complex Artificial Intelligence) |
| 2021 | Guest Lecturer – Virginia Tech (User Experience Research + Healthcare) |
| 2021 | Guest Speaker – UT Dallas (User Experience Research) |
| 2021 | Presenter – GEM Conference (A Cyber-Human Approach for Capturing & Assessing Human-Movement Performance) |
| 2021 | Panelist – GEM Fellowship GRAD Lab |
| 2020 | Co-creator Panelist – Tapia Conference: Secure Your Bag(s) & Degree(s): Graduate School Edition |
| 2020 | Presenter – GEM Conference (Evaluating the User Experience of Interactive Systems for Stroke Rehabilitation) |
| 2019 | Panelist – Commonwealth Graduate Education Day |
| 2019 | Presenter – Virginia Occupation Therapist Association Conference |
| 2019 | Panelist – Institute of Creativity, Arts, and Technology |
| 2019 | Presenter – GEM Conference (A Machine Learning Approach for the Quantitative Assessment of Stroke Survivors) |
| 2018 | Panelist – Intel Corporation |
| 2018 | Speaker – Intel High School Workshop |
| 2017 | Mentor – K2C Mentorship Program |

SKILLS

Research

Qualitative: 1:1 Interviews, Diary Studies, Focus Groups, Ethnographic Field Studies, Co-creation activities, Thematic Analysis, Heuristic Evaluations, Mental Model Diagram

Quantitative: Usability Evaluations, Statistical Analysis, Surveys, Benchmarking, Max-Diff Analysis

Design

Iterative Design Process, Service Design Model, User-Centered Design, Rapid Prototyping, Wireframing, Interactive Interfaces, Annotation Interfaces

Programming Languages

HTML/CSS, JavaScript (Node/React), Java, Python, C, C++, C#, SQL Server, MongoDB

Design Tools

Adobe Creative Suite, Balsamiq, Figma, Sketch