Janet Chen

janet.chen@alumni.ubc.ca
(778) 378 6293
janetchen.ca

Research Interests	Understanding and empowering marginalized communities with technology, ameliorating poverty and inequality, gender studies, women in the economy

Education

University of British Columbia
B.A. in Computer Science and Economics
GPA: 3.7/4.0

Vancouver, Canada
Sep 2015 – May 2020

Research Experience

Directed Studies, eDAPT Lab, University of British Columbia   Sep 2019 – Apr 2020
· Supporting PhD student Francesco Vitale in a personal data management study
· Creating study materials, conducting literature review, interviewing participants, and analyzing data
· Advisor: Professor Joanna McGrenere

Undergraduate Researcher, D-Lab, University of British Columbia   Jan 2019 – Dec 2019
· "Developing Design Guidelines for AR-based Assembly Instructions: Addressing the Information Scarcity of Cutting-Edge Technology"
(pending review for CHI 2020)
Janet Chen, Frances Sin, Laura Herman, Cuong Nguyen, Dongwook Yoon
· Advisor: Professor Dongwook Yoon

Employment

Software Engineer Intern, Grow Technologies, Vancouver, Canada   May 2018 – Aug 2018
· Developed features for a web application with Java, Python, JSON, Spring, Gitlab, Guice, NoSQL, Google Cloud Platform, and Mockito
· Actively contributed to sprints as back-end Java engineer with feature development, Python scripts, parsers, integration and unit tests, migrations, bug fixes, and cloud deployment

Software Engineer Intern, Copperleaf, Vancouver, Canada   Sep 2017 – Apr 2018
· Full-stack software development and quality assurance testing for a web asset management application
· Implemented features and bug fixes with Node.js, Docker, and Angular

Teaching Experience

CPSC344: Introduction to Human Computer Interaction, University of British Columbia   Fall 2019
· TA, Instructed by Professor Dongwook Yoon
· Teaching and facilitating a workshop to 31 students and grading 120 students

ENGL112: Strategies for University Writing, University of British Columbia   Spring 2018
· TA, Instructed by Instructor Ray Hsu
· Developed syllabus and course companion: Emerging Technology Reader

Lead Instructor, Immersive Tech Lab   July 2017 – Sep 2018
· Managed team of 6 using Agile to create Rats!, a VR biology edtech tool for the non-profit Animals in Science
· Created realistic rat dissection using Unity with C#, Visual Studio, VRTK API, and Blender for the HTC Vive; conducted User Experience research trials to refine product
· Designed and taught a Unity VR workshop for 20 students hosted by Microsoft Vancouver

Publications	**Conference Papers in Review**
	Developing Design Guidelines for AR-based Assembly Instructions: Addressing the Information Scarcity of Cutting-Edge Technology
	Janet Chen, Frances Sin, Laura Herman, Cuong Nguyen, and Dongwook Yoon
	CHI 2020, ACM Conference on Human Factors in Computing Systems

Books
Hsu, Ray and Janet Chen, (Eds.), Emerging Technology Reader, Oct 2018.

Honours and Awards		
Natural Sciences and Engineering Research: Undergraduate Research Award ($4500)	2019
LumoHacks Health Hackathon (1st Place)	2017
Trek Scholar (top 5% GPA in faculty)	2017
Chancellor's Scholar (entrance average over 95%)	2016

Presentations	**Talks**	
	• "Mentorship Tech Talk", Copperleaf	Apr 2018
	• "Virtual Reality, Augmented Reality, Mixed Reality and the Rise of Experiential Learning", Centre for Teaching and Learning Technology	Mar 2017
	• "Virtual Reality, Augmented Reality and Our Collective Futures", Tapestry: International Scene Series	Feb 2017
	• "How Can Virtual Reality and Augmented Reality Support Teaching and Learning?", Arts Learning Centre	Jan 2017

Workshops
• "How Technology Influences Education", Vancouver Aquarium: Ocean Literacy — Aug 2017
• "Intro to Unity and VR Development", Immersive Tech Lab — Jun 2017

Panels
• "The Future of Learning", Futures of Learning Group — Jun 2018
• "#VRDiversity", Vancouver VR Community and Women Who Code — Nov 2017

Skills	**Programming**
	Java, Node.js, HTML, CSS, TypeScript, JavaScript, Python, C, C#

Applications
Git, Stata, R, Amazon Web Services, Google Cloud Platform, Spring, Google Datastore, PostgreSQL, Maven, Docker, IntelliJ IDEA, Unity

Human-Computer Interaction Research Methodologies
Iterative Design, Qualitative Methods, Quantative Methods

Volunteer Experience		
Vice-President Social, Computer Science Student Society	2019 – 2020
Alto Singer, UBC A Cappella	2015 – 2020
Mentor, Ladies Learning Code	Spring 2017
Mentor, GIRLsmarts4tech	Spring 2017

Languages	
	English: Primary Language
	French: Novice Listener, Intermediate Speaker, Intermediate Reading and Writing
	Mandarin: Intermediate Listener, Intermediate Speaker, Novice Reading and Writing