

Janet Chen

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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 • 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 Sep 2019 – Apr 2020 Undergraduate Researcher, D-Lab, University of British Columbia • “Developing Design Guidelines for AR-based Assembly Instructions: Addressing the Information Scarcity of Cutting-Edge Technology” (pending review for CHI 2020) <i>Janet Chen, Frances Sin, Laura Herman, Cuong Nguyen, Dongwook Yoon</i> • Advisor: Professor Dongwook Yoon Jan 2019 – Dec 2019	
Employment	Software Engineer Intern, Grow Technologies, Vancouver, Canada • 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 May 2018 – Aug 2018 Software Engineer Intern, Copperleaf, Vancouver, Canada • 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 Sep 2017 – Apr 2018	
Teaching Experience	CPSC344: Introduction to Human Computer Interaction, University of British Columbia • TA, Instructed by Professor Dongwook Yoon • Teaching and facilitating a workshop to 31 students and grading 120 students Fall 2019 ENGL112: Strategies for University Writing, University of British Columbia • TA, Instructed by Instructor Ray Hsu • Developed syllabus and course companion: Emerging Technology Reader Spring 2018 Lead Instructor, Immersive Tech Lab • 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 July 2017 – Sep 2018	

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	