Janet Chen

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Education

Cornell University — New York, USA
Ph.D. in Computer Science — 2020 - 2025
Research area: human-computer interaction

University of British Columbia — Vancouver, Canada
B.A. in Computer Science and Economics — 2015 - 2020

Research Experience

Undergraduate Researcher, eDAPT Lab, University of British Columbia — Sep 2019 - Sep 2020
- First author; conducting a user study with 20 participants (18-81, varied occupations) on preparing digital possesions in anticipation of death
- Advisor: Professor Joanna McGrenere

Undergraduate Researcher, D-Lab, University of British Columbia — Jan 2019 - Dec 2019
- Conducting a user study with 20 AR experts on developing design guidelines for AR-based assembly instruction
- Advisor: Professor Dongwook Yoon

Employment

Teaching Assistant, University of British Columbia — 2019 -2020
- CPSC344: Human-Computer Interaction (fall 2019)
- APSC160: Introduction to Computation in Engineering Design (spring 2020)

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

Projects

TravelR, CPSC436I — Spring 2020
- Worked in a team of 4 over 3 months to design, develop, and deploy a React/Redux app to facilitate vacation planning
- Developed features using Javascript, MongoDB, Google APIs, Heroku, Oauth, NodeJS, Express over 3 months

RatsVR, Animals in Science — Fall 2017
- 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

Preparing Personal Digital Possessions in Anticipation of Death: Exploring User Attitudes by Using a Design Workbook
Janet Chen, Francesco Vitale, Joanna McGrenere
CHI 2021, 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 x 2)	2020, 2019
Natural Sciences and Engineering Research: Canada Graduate Scholarships-Master's program ($17500) - declined	2017
Trek Scholar (top 5% GPA in faculty)	2020
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, Quantitative 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