Juan Rios

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EDUCATION

B.S. Human-computer Interaction, New Jersey Institute of Technology — Expected December 2018

EXPERIENCE

Applications Co-Op, United Parcel Service — September - *Current*
- Improved efficiency and speed of intern application by .65 seconds by integrating with hardware scanner

Undergraduate Research Assistant, New Jersey Institute of Technology — January - *Current*
- Currently user-testing Virtual Reality applications for Stroke Rehab Patients to improve application experience
- Analyzed dataset on older adults' social capital using various statistical methods on SPSS
- Conducted research and ran an experiment on how people interact with a chatbot that involved haptics
- Ran study with human subjects and contributed to overall literature review, research paper, and poster

Applications Intern, United Parcel Service — Summer 2017
- Designed and developed a proof of concept Android application to mobilize and create an on-demand solution for package exceptions
- Created wireframes, mockups, and user experience flow for the application and presented them to stakeholders for development approval
- Developed the application while meeting all deadlines and was approved for user testing and approved for pilot application in 5 UPS Hub sites

Web Design Intern, AdamLouis — Winter 2016
- Sketched wireframes and designed website prototypes after discussing deliverables for business rebranding with clients
- Used HTML & CSS to convert website wireframes to full mockups while meeting all project deadlines

PUBLICATIONS

Chue, V. , **Rios, J. S.** , Wohn, D. Y. (2018). *A Hot Bot: Testing Effect of Temperature on Feelings of Closeness When Interacting With a Chatbot.* ACM GROUP 2018, New York, NY

PROJECTS AND HACKATHONS

PlatformsVR, IS485 — Spring 2017
- Implemented in-class knowledge on how to design comfortable virtual reality experiences by using Unity3D and C# to build a VR game with an objective of moving from platform-to-platform and avoiding obstacles

DeliVR, UPS Hackathon — Summer 2017
- Used Unity3D and C# to design a virtual reality game to replace the current 2D sort-certification game
- Ran short usability tests with former Hub sorting-employees and found that the Virtual Reality app had the potential of cutting employee training by 1 week

AWARDS

Cutting Edge Award, United Parcel Service Hackathon — Summer 2017
- Awarded to the hack that displayed the best use of innovative and cutting edge technology

SKILLS AND COURSEWORK

Research:	Interviewing, Ethnographies, Survey Design, User Testing, Personas, SPSS
Design:	Sketch, Axure, Wireframing, Prototyping, UI Design, Storyboards, HTML/CSS
Programming:	Java, Python, Unity C#, Android, Xamarin
Coursework:	UX Qualitative Research, UX Quantitative Research, Statistical Methods, UX Design, Data Analytics, Cyberpsychology, Cognitive Processes, Design for Virtual Reality