

# MATTHEW BREHMER, PHD

CURRICULUM VITAE, DEC. 2018

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## CONTACT

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## REFERENCES

Dr. Tamara Munzner  
PROFESSOR,  
COMPUTER SCIENCE,  
UNIV. BRITISH COLUMBIA  
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Dr. Ken Hinckley  
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Dr. Bongshin Lee  
SENIOR RESEARCHER,  
MICROSOFT  
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425-704-0779

Dr. Joanna McGrenere  
PROFESSOR,  
COMPUTER SCIENCE,  
UNIV. BRITISH COLUMBIA  
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604-827-5201

I am an expert in information visualization, which brings together data analysis, software development, user experience research, and design. I am currently a postdoctoral researcher at **Microsoft Research**, where I am a member of the **Extended Perception, Interaction & Cognition (EPIC)** and **Human Computer Interaction** groups, focusing on tools for expressive information design and visualization for mobile devices.

## EXPERTISE

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### VISUALIZATION AND INTERFACE DESIGN

I design, develop, and deploy visualization tools and techniques for presenting and analyzing data, typically using technologies such as D3.js or R/Shiny.

EXAMPLE PROJECTS: Timeline Storyteller, Portfolio Sandbox, SoundConsensus, ShinyFork

RELATED PUBLICATIONS: C7, J8, J6, J5, T3

### QUANTITATIVE HUMAN FACTORS RESEARCH

I design and conduct experiments as a way to understand human capabilities with respect to perception, attention, and interaction; the findings of these experiments often lead to actionable implications for interface and visualization design.

RELATED PUBLICATIONS: J8, C6, C4, T2, C3, T1

### QUALITATIVE HUMAN FACTORS RESEARCH

I evaluate existing data analysis and communication processes, work-in-progress designs, and deployed visualization tools by way of work domain analyses, interviews, chauffeured walkthroughs, and field studies.

RELATED PUBLICATIONS: J5, J2, W3, W2, TR1, T2

## APPLICATION DOMAINS

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### DATA JOURNALISM AND STORYTELLING

Journalists, educators, and storytellers require expressive tools for presenting information to their audience. I have designed, developed, and promoted the use of such tools in the journalism community while considering methodologies for their evaluation.

RELATED PUBLICATIONS: C7, J7, J6, C5, J4, W5, BC1

My PhD research included case studies of journalists who used the **Overview Project** to investigate large text document collections. Our findings provided transferable lessons for visualizing document collections and hierarchical data.

RELATED PUBLICATION: J2

### RESOURCE MANAGEMENT AND CONSERVATION

My PhD research included the design of visualization prototypes for analyzing and monitoring energy usage in portfolios of buildings. I consulted with prospective stakeholders and users, envisioning and implementing designs for interactively locating patterns and anomalies.

RELATED PUBLICATION: J5

## TECHNOLOGIES: CURRENT

Since joining Microsoft, I have been developing and deploying AZURE web applications using NODE.JS and EXPRESS. I use NPM and YARN for package management, WEBPACK as a build tool, and GIT for version control. I use D3.JS for visualizing data and for manipulating the DOM. My current editor of choice is VSCODE for WINDOWS. Much of my work is open source and can be found on GITHUB (username: mattbrehmer).

For creating and managing content on websites, I use JEKYLL or WORDPRESS.

For creating presentations, I use REVEAL.JS, and I use LATEX for writing research papers.

For analyzing data and generating static charts, I use R and particularly the GGPlot2 package. I also occasionally use POWER BI and TABLEAU.

## OTHER TECHNOLOGIES

During grad school, I used the SHINY and DATA.TABLE R packages to create analytical applications; I visualized data using D3.JS, PROCESSING, and P5.JS; and before the advent of D3, I used FLARE (the ACTIONSCRIPT port of PREFUSE), as well as the FLEX web application framework.

I produced diagrams and mockups with OMNIGRAFFLE and KEYNOTE.

Before discovering R, I analyzed data and generated charts using SPSS, NUMBERS, and EXCEL.

Prior to grad school, I developed a toolkit for active video games using C# and the XNA environment.

As a user interface design intern at EMC, I developed interfaces using FLEX (ACTIONSCRIPT) and produced wireframes and mockups using VISIO and PHOTOSHOP.

Finally, I used a variety of programming languages in undergraduate projects and assignments, including: JAVA, C++, C, HASKELL, PROLOG, LISP, and MATLAB.

## APPLICATION DOMAINS (CONT.)

### PERSONAL HEALTH AND WELLNESS

My MSc pertained to the design and evaluation of C-TOC, a computerized cognitive assessment tool intended for early detection of dementia. I studied the use of C-TOC prototypes by healthy older adults and by adults with diagnosed mild cognitive impairments.

RELATED PUBLICATIONS: C4, J3, T2, W1

Prior to my MSc, I worked in the area of exercise video games: I studied the role of physical exertion on cognitive task performance. I also developed GAIM, a toolkit which allows players with different input devices to play active games together.

RELATED PUBLICATIONS: C2, C1, T1

## EDUCATION

### DOCTOR OF PHILOSOPHY, COMPUTER SCIENCE

2011 - 2016

University of British Columbia (UBC), Vancouver, Canada

THESIS: **Why Visualization? Task Abstraction for Analysis and Design**

SUPERVISORY COMMITTEE: Tamara Munzner (UBC Computer Science), Joanna McGrenere (UBC Computer Science), Ronald A. Rensink (UBC Psychology)

EXAMINING COMMITTEE: Jason Dykes (City University London), Alfred Hermida (UBC Journalism), Giuseppe Carenini (UBC Computer Science)

RELATED PUBLICATIONS: T3, J1, J2, J5, TR1, W2

### MASTER OF SCIENCE, COMPUTER SCIENCE

2009 - 2011

Specialization in Human-Computer Interaction

University of British Columbia (UBC), Vancouver, Canada

THESIS: **Usability and the Effects of Interruption in C-TOC: Self-Administered Cognitive Testing on a Computer**

SUPERVISED BY: Joanna McGrenere (UBC Computer Science), Claudia Jacova (UBC Medicine)

THESIS READER: Peter Graf (UBC Psychology)

RELATED PUBLICATIONS: C4, J3, W1, T2

### BACHELOR OF COMPUTING

2004 - 2009

Specialization in Cognitive Science with Professional Internship

Queen's University, Kingston, Canada

THESIS: **Assessing the Effect of Exercise Intensity on Cognitive Task Performance in an Exercise Video Game**

THESIS ADVISER: T.C. Nicholas Graham (Queen's School of Computing)

RELATED PUBLICATION: T1

## EMPLOYMENT HISTORY

### Postdoctoral Researcher

2016 - 2019

Microsoft Research

Redmond, USA

MANAGERS: KORI INKPEN [2016/10 - 2017/04], KEN HINCKLEY [2017/04 - PRESENT]

### Graduate Research Assistant

2009 - 2016

University of British Columbia Department of Computer Science

Vancouver, Canada

## EMPLOYMENT HISTORY (CONT.)

### Graduate Research Intern

Microsoft Research  
Redmond, USA  
MENTOR: BONGSHIN LEE

2015

### Mitacs Graduate Research Intern

Pulse Energy (now a division of EnerNOC)  
Vancouver, Canada

2013 - 2014

### Graduate Teaching Assistant

University of British Columbia Department of Computer Science  
Vancouver, Canada

2009 - 2011

### Research Assistant

Queen's University School of Computing  
Kingston, Canada

2009

### User Interface Design Intern

EMC Corporation (now Dell EMC)  
Toronto, Canada

2007 - 2008

### Information Technology Staff and Web Developer

Killam Properties, Inc.  
Halifax, Canada

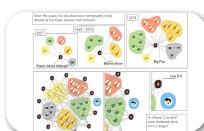
2006

## PUBLICATIONS

Author copies of these publications are available at [mattbrehmer.github.io/#pubs](https://mattbrehmer.github.io/#pubs).

J = journal article, C = conference proceedings, W = workshop paper, BC = book chapter,  
TR = technical report, T = thesis, P = poster. METRICS (where available): AR = acceptance rate,  
H5 = H5 index, CC = citation count (GOOGLE SCHOLAR, DEC. 2018). My current H index is 10.

### PEER-REVIEWED JOURNAL AND CONFERENCE PAPERS



#### DataToon: Drawing Dynamic Network Comics With Pen + Touch Interaction

C8

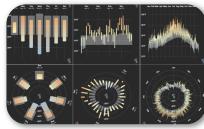
Nam Wook Kim, Nathalie Henry Riche, Benjamin Bach, Guanpeng A. Xu,  
Matthew Brehmer, Ken Hinckley, Michel Pahud, Haijun Xia, Michael McGuffin,  
and Hanspeter Pfister.  
To appear in *Proceedings of the 2019 ACM Conference on Human Factors in Computing Systems (CHI)* [H5: 86] [AR: 24%].



#### Timeline Storyteller: The Design & Deployment of an Interactive Authoring Tool for Expressive Timeline Narratives

C7

Matthew Brehmer, Bongshin Lee, Nathalie Henry Riche, David Tittsworth, Kate Lytvynets, Darren Edge, and Christopher White.  
To appear in *Proceedings of the 2019 Computation + Journalism Symposium*.



#### Visualizing Ranges over Time on Mobile Phones: A Task-Based Crowdsourced Evaluation

J8

Matthew Brehmer, Bongshin Lee, Petra Isenberg, and Eun Kyoung Choe.  
In Volume 25, Issue 1 (Jan. 2019) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Presented at IEEE VIS 2018) [AR: 25%].



### Charticator: Interactive Construction of Bespoke Chart Layouts

J7

Donghao Ren, Bongshin Lee, and Matthew Brehmer.

In Volume 25, Issue 1 (Jan. 2019) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Appeared at IEEE VIS 2018) [AR: 25%].

🏆 BEST PAPER HONORABLE MENTION AWARD

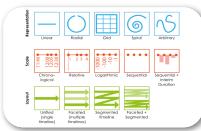


### What's the Difference?: Evaluating Variants of Multi-Series Bar Charts for Visual Comparison Tasks

C6

Arjun Srinivasan, Matthew Brehmer, Bongshin Lee, and Steven Drucker.

In *Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI)* [H5: 86] [AR: 26%] [CC: 2].



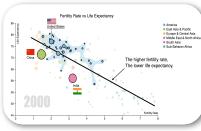
### Timelines Revisited:

J6

#### A Design Space and Considerations for Expressive Storytelling

Matthew Brehmer, Bongshin Lee, Benjamin Bach, Nathalie Henry Riche, and Tamara Munzner.

In Volume 23, Issue 9 (Sept. 2017) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Presented at IEEE VIS 2017) [CC: 28].



### ChartAccent: Annotation for Data-Driven Storytelling

C5

Donghao Ren, Matthew Brehmer, Bongshin Lee, Tobias Höllerer, and Eun Kyoung Choe.

In *Proceedings of the 2017 IEEE PacificVis Symposium* [H5: 21] [CC: 9].



### Matches, Mismatches, and Methods:

J5

#### Multiple-View Workflows for Energy Portfolio Analysis

Matthew Brehmer, Jocelyn Ng, Kevin Tate, and Tamara Munzner.

In Volume 22, Issue 1 (Jan. 2016) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Presented at IEEE VIS 2015) [AR: 21%] [CC: 15].



### TimeLineCurator:

J4

#### Interactive Authoring of Visual Timelines from Unstructured Text

Johanna Fulda, Matthew Brehmer, and Tamara Munzner.

In Volume 22, Issue 1 (Jan. 2016) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Appeared at IEEE VIS 2015) [CC: 26].



### C-TOC (Cognitive Testing on Computer):

J3

#### Investigating the Usability and Validity of a Novel Self-administered Cognitive Assessment Tool in Aging and Early Dementia

Claudia Jacova, Joanna McGrenere, Hyunsoo S. Lee, William Wang, Sarah Le Huray, Emily F. Corenblith, Matthew Brehmer, Charlotte Tang, Sherri Hayden, B. Lynn Beattie, and Ging-Yuek R. Hsiung.

In *Alzheimer Disease and Associated Disorders* (July 2015) [CC: 5].

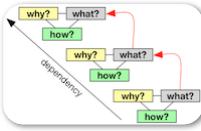


### Overview: The Design, Adoption, and Analysis of a Visual Document Mining Tool For Investigative Journalists

J2

Matthew Brehmer, Stephen Ingram, Jonathan Stray, and Tamara Munzner.

In Volume 20, Issue 12 (Dec. 2014) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Presented at IEEE VIS 2014) [AR: 23%] [CC: 57].



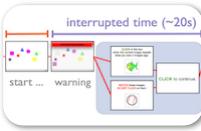
### A Multi-Level Typology of Abstract Visualization Tasks

J1

Matthew Brehmer and Tamara Munzner.

In Volume 19, Issue 12 (Dec. 2013) of *IEEE Transactions on Visualization and Computer Graphics* [H5: 63] (Presented at IEEE VIS 2013) [AR: 25%] [CC: 274].

[NOTE: THE MOST CITED IEEE INFOVIS PAPER SINCE 2013].



### Investigating Interruptions in the Context of Computerized Cognitive Testing for Older Adults

C4

Matthew Brehmer, Joanna McGrenere, Charlotte Tang, and Claudia Jacova.

In *Proceedings of the 2012 ACM Conference on Human Factors in Computing Systems (CHI)* [H5: 86] [AR: 23%] [CC: 9].



## PEER-REVIEWED JOURNAL AND CONFERENCE PAPERS (CONT.)

### The Haptic Crayola Effect:

#### Exploring the Role of Naming in Learning Haptic Stimuli

Inwook Hwang, Karon MacLean, Matthew Brehmer, Jeff Hendy, Andreas Sotirkopoulos, and Seungmoon Choi.

In *Proceedings of the 2011 IEEE World Haptics Conference* [cc: 9].

C3



### Activate Your GAIM: A Toolkit for Input in Active Games

Matthew Brehmer, Nicholas Graham, and Tadeusz Stach.

In *Proceedings of the 2010 ACM Future Play Conference* [cc: 12].

C2



### Classifying Input for Active Games

Tadeusz Stach, Nicholas Graham, Matthew Brehmer and Andreas Hollatz.

In *Proceedings of the 2009 ACM Conference on Advances in Computer Entertainment Technology (ACE)* [cc: 13].

C1

## PEER-REVIEWED WORKSHOP PAPERS



### Reflecting on the Evaluation of Visualization Authoring Systems

Donghao Ren, Bongshin Lee, Matthew Brehmer, and Nathalie Henry Riche.

In *Proceedings of the 2018 BELIV Workshop: Evaluation and Beyond - Methodological Approaches for Visualization*.

W5

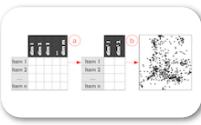


### Data Visualization on Mobile Devices

Bongshin Lee, Matthew Brehmer, Eun Kyung Choe, Petra Isenberg, Ricardo Langer, and Raimund Dachselt.

In *Extended Abstract Proceedings of the 2018 ACM Conference on Human Factors in Computing Systems (CHI)* [cc: 1].

W4



### Visualizing Dimensionally-Reduced Data:

#### Interviews with Analysts and a Characterization of Task Sequences

Matthew Brehmer, Michael Sedlmair, Stephen Ingram, and Tamara Munzner.

In *Proceedings of the 2014 ACM BELIV Workshop: Beyond Time and Errors - Novel Evaluation Methods for Visualization* [cc: 44].

W3



### Pre-Design Empiricism for Information Visualization:

#### Scenarios, Methods, and Challenges

Matthew Brehmer, Sheelagh Carpendale, Bongshin Lee, and Melanie Tory.

In *Proceedings of the 2014 ACM BELIV Workshop: Beyond Time and Errors - Novel Evaluation Methods for Visualization* [cc: 19].

W2



### A Tale of Two Studies: Investigating the Impact of Interruptions on Task Performance in Older Adults

Matthew Brehmer, Charlotte Tang, Joanna McGrenere, and Claudia Jacova.

In the *Work-In-Progress Proceedings of the the 2011 GRAND NCE AGM*.

W1

## OTHER PUBLICATIONS: BOOK CHAPTERS, TECHNICAL REPORTS, POSTERS, THESES



### Evaluating Data-Driven Stories & Storytelling Tools

Fereshteh Amini\*, Matthew Brehmer\*, Gordon Bolduan, Christina Elmer, and Benjamin Wiederkehr (\* contributed equally).

In *Data-Driven Storytelling*, edited by Sheelagh Carpendale, Nicholas Diakopoulos, Christophe Hurter, Nathalie Henry Riche (CRC Press, 2018).

BC1



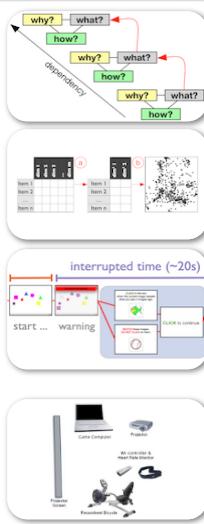
### Demonstrating the Value of Visualization:

#### Highlights from the 2017 PacificVis Visual Data Storytelling Contest

Matthew Brehmer, Kyungwon Lee, Ivan Viola, Jinwook Seo, and Bongshin Lee.

In *Poster Proceedings of the 2017 IEEE VIS Conference*.

P1



## OTHER PUBLICATIONS (CONT.)

### Why Visualization? Task Abstraction for Analysis and Design

Matthew Brehmer.

University of British Columbia PhD Dissertation (April, 2016).

T3

### Dimensionality Reduction in the Wild: Gaps and Guidance

Michael Sedlmaier, Matthew Brehmer, Stephen Ingram, and Tamara Munzner.

University of British Columbia Technical Report TR-2012-03 (2012) [cc: 27].

TR1

### Usability and the Effects of Interruption in C-TOC: Self-Administered Cognitive Testing on a Computer

Matthew Brehmer.

University of British Columbia MSc Thesis (2011) [cc: 3].

T2

### Assessing the Effect of Exercise Intensity on Cognitive Task

#### Performance in an Exercise Video Game

Matthew Brehmer.

Queen's University B.Comp Thesis (2009).

T1

## TALKS

Slides from these talks are available at [mattbrehmer.github.io/#talks](http://mattbrehmer.github.io/#talks).  
Talks with video recordings are indicated with the icon.

### Visualizing Ranges over Time on Mobile Phones

IEEE VIS 2018 (Berlin, Germany)

2018 / 10 / 24

ASSOCIATED JOURNAL PAPER: J8

### Tools for Expressive Information Visualization Design

Microsoft Vancouver Data Visualization Symposium (Vancouver, Canada)

2018 / 08 / 01

### Timeline Storyteller, from Visualization Design Space to Deployment

Data Empowerment Speaker Series (University of Calgary, Canada)

2018 / 06 / 18

### Data-Driven Storytelling at Microsoft

UBC School of Journalism Course on Special Topics in Contemporary Journalism: Data Viz (JRNL 520H) (Vancouver, Canada)

2017 / 10 / 24

### Timelines Revisited:

#### A Design Space and Considerations for Expressive Storytelling

IEEE VIS 2017 (Phoenix, USA)

2017 / 10 / 03

ASSOCIATED JOURNAL PAPER: J6

### Expressive Storytelling With Timelines

Uber Visualization Night: A Journey Through Space and Time (Seattle, USA)

2017 / 08 / 31

### Timelines Revisited: Considerations for Expressive Storytelling

King's College London Department of Informatics (London, UK)

2017 / 07 / 11

### Timelines Revisited: Considerations for Expressive Storytelling

City University London giCentre (London, UK)

2017 / 07 / 10

### The Timeline Storyteller Custom Visual for Power BI

Microsoft Data Insights Summit BI Power Hour (Seattle, USA)

2017 / 06 / 13

### Timelines Revisited: Considerations for Expressive Storytelling

Northeastern University NUVIS Visualization Consortium (Boston, USA)

2017 / 04 / 28

## TALKS (CONT.)

<b>Timelines Revisited: Considerations for Expressive Storytelling</b> Bentley University RealViz talk series (Waltham, USA) 	2017 / 04 / 27
<b>What Story Does Your Timeline Tell?</b> OpenVisConf 2017 (Boston, USA) 	2017 / 04 / 24
<b>Timelines Revisited: Considerations for Expressive Storytelling</b> Radcliffe Institute at Harvard University (Cambridge, USA)	2016 / 12 / 08
<b>Why Visualization? Task Abstraction for Analysis and Design</b> Dissertation Defence (Vancouver, Canada)	2016 / 03 / 23
<b>Storytelling with Timeline Data</b> Data-Driven Storytelling Dagstuhl Seminar (Wadern, Germany)	2016 / 02 / 11
<b>Why Visualization? Task Abstraction for Analysis and Design</b> Microsoft Research (Redmond, USA) 	2016 / 02 / 01
<b>Matches, Mismatches, and Methods: Multiple-View Workflows for Energy Portfolio Analysis</b> IEEE VIS 2015 (Chicago, USA) 	2015 / 10 / 28
ASSOCIATED JOURNAL PAPER: J5	
<b>Multiple-View Workflows for Energy Portfolio Analysis</b> University of Washington (Seattle, USA)	2015 / 09 / 04
<b>The Future of Data and Design ... In Visualization Research</b> Vancouver Data Visualization Meetup (Vancouver, Canada)	2015 / 05 / 19
<b>Overview: The Design, Adoption, and Analysis of a Visual Document Mining Tool For Investigative Journalists</b> IEEE VIS 2014 (Paris, France) 	2014 / 11 / 14
ASSOCIATED JOURNAL PAPER: J2	
<b>Visualizing Dimensionally-Reduced Data: Interviews with Analysts and a Characterization of Task Sequences</b> ACM BELIV 2014 (Paris, France)	2014 / 11 / 10
ASSOCIATED WORKSHOP PAPER: W3	
<b>Pre-Design Empiricism for Information Visualization</b> ACM BELIV 2014 (Paris, France)	2014 / 11 / 10
ASSOCIATED WORKSHOP PAPER: W2	
<b>Visualization Task Abstraction from Multiple Perspectives</b> IEEE VIS Doctoral Colloquium 2014 (Paris, France)	2014 / 11 / 08
<b>A Multi-Level Typology of Abstract Visualization Tasks</b> IEEE VIS 2013 (Atlanta, USA)	2013 / 10 / 15
ASSOCIATED JOURNAL PAPER: J1	
<b>Investigating Interruptions in the Context of Computerized Cognitive Testing for Older Adults</b> ACM CHI 2012 (Austin, USA)	2012 / 05 / 10
ASSOCIATED CONFERENCE PAPER: C4	
<b>The Impact of Interruptions on Task Performance in Older Adults</b> GRAND NCE AGM 2011 (Vancouver, Canada)	2011 / 05 / 14

## DEMONSTRATIONS

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### Charticulator

Tapestry Conference 2018 (Coral Gables, USA)

2018 / 12 / 01

### Timeline Storyteller

Microsoft Research Week (Redmond, USA)

2017 / 03 / 09

### Timeline Storyteller

Tapestry Conference 2017 (St. Augustine, USA)

2017 / 03 / 01

## COMMUNITY SERVICE

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ORGANIZING COMMITTEE: VisInPractice (IEEE VIS 2018) · Data Visualization on Mobile Devices (CHI 2018 Workshop) · Visual Data Storytelling Contest (IEEE PacificVis 2017, 2018)

PROGRAM COMMITTEE: IEEE InfoVis (2017, 2018) · EuroVis State of the Art Reports (2017) · IEEE PacificVis (2017, 2018) · FAT\*: Conf. on Fairness, Accountability, Transparency (2018) · The Art of Networks III (2018) · VIS Arts Program (2018) · Information+ (2018) · BELIV: Evaluation and Beyond - Methodological Approaches for Visualization (2018) · Computation + Journalism (2019)

REVIEWER: IEEE InfoVis (2013 - 2016) · IEEE VAST (2015) · IEEE PacificVis (2017, 2019) · IEEE TVCG (2015 - 2018) · EuroVis (2014 - 2018) · ACM CHI (2013 - 2019) · ACM TOCHI (2013) · Sage Information Visualization (2015 - 2016) · ACM SIGGRAPH Asia (2012) · GRAND NCE ACM (2012)

WORKSHOP PARTICIPANT: Restructuring IEEE VIS For the Future (2018, @BIRS) · Data Visualization on Mobile Devices (CHI 2018) · Data-Driven Storytelling (2016, @Schloss Dagstuhl) · ACM BELIV Workshop (IEEE VIS 2014) · VACCINE Evaluation of Visual Analytics Workshop (2014, @UCSD)

CONTRIBUTOR: The Harvard University / Sloan Foundation Timeline Consortium (2016 - present)

STUDENT VOLUNTEER: ACM CHI Conference (2011, 2013, 2015, 2016)

## UNIVERSITY SERVICE

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UNIV. BRITISH COLUMBIA DEPT. COMPUTER SCIENCE: Graduate Admissions and Recruitment Committee (2013 - 2015) · Guest Lecturer (CPSC 547: Information Visualization, 2014 - 2017) · Curriculum Development (CPSC 444: Advanced Human Computer Interaction Methods, 2010 - 2011) · Teaching Assistant (CPSC 444: Advanced Human Computer Interaction Methods, 2010; CPSC 344: Introduction to Human Computer Interaction Methods, 2009)

UNIV. BRITISH COLUMBIA COMPUTER SCIENCE GRADUATE STUDENTS' ASSOC.: Vice President: Social Affairs (2010 - 2011) · Graduate Student Orientation Committee (2012) · Organizer of the Un-Distinguished Lecture Series (2010 - 2011, 2012 - 2013)

QUEEN'S UNIV. COMP. STUDENTS' ASSOC.: Orientation Leader (2005) · First Year Rep. (2004 - 2005)

## AWARDS

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IEEE VIS: Best InfoVis Paper Honorable Mention (2018) for J7 (Charticulator)

UNIV. BRITISH COLUMBIA: Student Service Award (2016) · Volunteering Award (2015) · Mitacs-Accelerate Research Internship Award (2013 - 2014) · Natural Sciences & Engineering Research Council of Canada (NSERC) Postgraduate Scholarship (2011 - 2014) · Four Year Doctoral Fellowship (2011 - 2015) · Dept. Comp. Sci. Merit Scholarship (2009 - 2011)

QUEEN'S UNIV.: Dean's Entrance Scholarship in Computing (2004-2005)