Matthew Dressa

971-267-9051 | mtd67@cornell.edu
73000 Verano Rd., Irvine, CA 92617

EDUCATION

University of California Irvine, *Donald Bren School of Information and Computer Science*
PhD in Informatics   2022-2028
Advisor: Daniel Epstein

Cornell University, *College of Arts and Science*   GPA 3.11
Bachelor of Arts in Information Science   2017-2022
Relevant Coursework: Intermediate Design and Programming for the Web • Advanced Human Computer Interaction • Object Oriented Programming • Research Methods in Communications Studies

WORK EXPERIENCE

INFO 3450: Human Computer Interaction Design, *Ithaca, NY*   *August 2020 – December 2020*
Teaching Assistant

- Maintained participation by explaining the applications of usability and user experience principles
- Clarified course material including nielsen heuristics, UX prototyping, while also contributing to a positive learning environment for students.

INFO 4400: Qualitative Research Methods, *Ithaca, NY*   *January 2021 – March 2021*
Teaching Assistant

- Refining knowledge of qualitative research methods in HCI by grading student assignments
- Clarifying course material, as well promoting a positive learning environment for all students

SciFi Lab, *Ithaca, NY*
Research Assistant   *February 2020 – May 2021*

- Pilot-testing the functionality of several student-made wearables throughout the semester
- Revising graduate student academic papers before submitting to conferences such as CHI.

PUBLICATIONS

Publication: Vibrosense, *Ithaca, NY*   *June 2020 – September 2020*
Co-Author

- Co-Authored *Vibrosense: Recognizing Home Activities by Deep Learning Subtle Vibrations on an interior Surface of a House from a Single Point Using Laser Doppler Vibrometry*
- Accepted in Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies

Publication: BodyTrak, *Ithaca, NY*   *August 2021 – May 2022*
Co-Author

- Co-Authored *BodyTrak: Inferring Full-body Poses from Body Silhouettes Using a Miniature Camera on a Wristband*
- Accepted in the Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies 22'

SKILLS & INTERESTS

Computing Experience: Python • JavaScript • PHP • SQLite • Java • Figma • TensorFlow
Languages: Native in English • Fluent in Portuguese • Conversant in Spanish • Conversant in Arabic
Interests: Soccer • Basketball • Videogames• Videography • Photography • Cutting hair • Cooking