Ricardo Gonzalez Penuela

Curriculum Vitae/Resume   ✉ reg258@cornell.edu

▬▬▬ Education

2021.1– Present	**Doctor of Philosophy (Ph.D.) in Information Science**, *Information Science Department,* **Cornell Tech, Cornell University**, *New York, United States* .
2015.1– 2019.12	**B. Eng. in Systems and Computer Engineering**, *Department of Systems and Computer Engineering,* **Universidad de Los Andes**, *Bogota, Colombia* .

▬▬▬ Research Job Experience

2019.5– 2019.8	***Research Assistant Intern*** *at* ***Cornell Tech*** *at the Enhancing Ability Lab (**Accessibility**) with Professor* Shiri Azenkot*, "Summer Undergraduate **Research Fellowship**"*
2019.8– 2020.12	***Research Assistant*** *at* ***Cornell Tech*** *at the Enhancing Ability Lab (**Accessibility**) with Professor* Shiri Azenkot
	Presented **Molder** demo at **ASSETS '19** on behalf of Professor Shiri and Lei Shi, see more in the Research Work section

▬▬▬ Research Work and Publications

2021.10	***Towards a Generalized Acoustic Minimap for Visually Impaired Gamers****: Paper in* ***UIST2021*** *(Overall acceptance 21%)*
	Authors: Vishnu Nair, Shao-en Ma,Hannah Huddleston, Karen Lin, Mason Hayes, Matthew Donnelly, **Ricardo E Gonzalez**, Yicheng He, Brian A. Smith. Video games created for visually impaired players remain inequivalent to those created for sighted players. To address this issue, we develop and investigate four acoustic minimap techniques which represent a breadth of ideas for how an acoustic minimap might work.
2020.4	***Molder: An Accessible Design Tool for Tactile Maps****: Paper in* ***CHI2020*** *(24.3% acceptance)*
	Authors: Lei Shi, Yuhang Zhao, **Ricardo Gonzalez**, Elizabeth Kupferstein, Shiri Azenkot. Molder is an accessible design tool for interactive tactile maps, an important type of printed materials that can help students learn O&M skills.
2019.10	***Tactiled: Towards more and better tactile graphics using machine learning****: Poster in* ***ASSETS '19*** *(58% acceptance)*
	Gonzalez, R., Gonzalez, C., & Guerra-Gomez, J. A. (2019). Tactiled. The 21st International ACM SIGACCESS Conference on Computers and Accessibility - ASSETS 2019. Presented at the The 21st International ACM SIGACCESS Conference.
2019.8	*Markit*
	Lei Shi, & **Ricardo Enrique Gonzalez Penuela**. (2019, November 2). rgonzalezp/Markit: Markit V1.0 (Version V1.0). Zenodo. http://doi.org/10.5281/zenodo.3526177

Teaching Job Experience

Spring 2021   *Teacher assistant for class INFO 5305:* **User Experience and User Research methods**, **Cornell Tech**, *with Professor Shiri Azenkot*

Awards and Media

Media

2019.6   *Note on* **Assistive Technologies** *work in* **El Espectador** *newspaper:* *"Colombian engineers develop tools to help blind people"*