

Rachel Rose Waterhouse

curriculum vitae

rachel.ulgado@gmail.com

+1.909.735.7355

www.rosewater.io

EDUCATION

- 2019 – 2021 **MFA Media Design Practices**
(in progress) ArtCenter College of Design
- 2013 – 2015 **MS Human Centered Design & Engineering**
University of Washington
- 2014 **Student**
School for Poetic Computation
- 2008 – 2013 **BA Anthropology, BS Informatics**
Specialization in Human-Computer Interaction
University of California Irvine

GROUP EXHIBITIONS

- 2018 **Gray Area Showcase 2018.2**, Gray Area Foundation for the Arts, San Francisco, CA
- 2018 **Gray Area Showcase 2018.1**, Gray Area Foundation for the Arts, San Francisco, CA
- 2015 **"Movement" Art + Tech Festival**, CODAME, San Francisco, CA

CONFERENCES & WORKSHOPS

- 2014 **Workshop on Socially Engaged Arts Practice in HCI**
CHI 2014, Workshop Participant
- 2014 **Eyeo Festival, 2014**
Student Volunteer
- 2013 **Workshop on Designing for Children with Special Needs in Multiple Settings**
IDC 2013, Workshop Participant

SELECT WRITING & PUBLICATIONS

Ulgado, R. R. "Limitlessness & Spectacular Views." Workin' On It Zine, Issue 01, 2016.

Ulgado, R. R. "On an ~~Imaginary~~ Real Utopia." Critical Theory of Technology Zine by The School for Poetic Computation, Fall 2014.

Fox, S., Ulgado, R. R., & Rosner, D. **Hacking Culture, Not Devices: Access and Recognition in Feminist Hackerspaces**. In Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing (pp. 56-68). ACM.

Ulgado, R. R., Nguyen, K., Custodio, V. E., Waterhouse, A., Weiner, R., & Hayes, G. **VidCoach: A mobile video modeling system for youth with special needs**. In Proceedings of the 12th International Conference on Interaction Design and Children (pp. 581-584). ACM.

Hayes, G.R., Custodio, V.E., Haimson, O.L., Nguyen, K., Ringland, K.E., Ulgado, R.R., Waterhouse, A., and Weiner, R. **Mobile video modeling for employment interviews for individuals with autism.** Journal of Vocational Rehabilitation.

Nguyen, K., Custodio, V.E., Ulgado, R.R., Weiner, R., Waterhouse, A., O'Neal, L., and Hayes, G.R. **Evaluation of the Use of Mobile Video Modeling for Job Interviews.** 2014 International Meeting for Autism Research.

AWARDS & HONORS

- 2013 **Graduate Diversity Fellowship**
GO-MAP, The UW Graduate School
- 2013 **Outstanding Undergraduate Researcher Award (Female), Honorable Mention**
Computing Research Association
- 2013 **Outstanding Contribution to Research by an Undergraduate**
University of California Irvine, Donald Bren School of Information and Computer Sciences
- 2013 **Student Researcher of the Month**
Undergraduate Research Opportunities Program, University of California Irvine
- 2011 **Summer Undergraduate Research Fellowship in Information Technology (SURF-IT)**
Undergraduate Research Opportunities Program, University of California Irvine
Project: "The Design of Learning Environments"
- 2011 **Multidisciplinary Design Program (MDP) Fellowship**
Undergraduate Research Opportunities Program, University of California Irvine
Project: "D.I.Y. Workshops in Design, Art, and Technology"

PROFESSIONAL EXPERIENCE

- 2018 - Present **Freelance Creative Technologist**, San Francisco, CA
- 2016 - 2017 **Full Stack Software Developer**, Palo Alto Research Center (Xerox PARC), Palo Alto, CA
- 2016 **Design Technologist Apprentice**, Junior, San Francisco, CA
- 2015 **Creative Technologist in Residence**, Schema Design, Seattle, WA
- 2014 **UX Design Intern**, Intel, Hillsboro, OR
- 2013 - 2014 **Graduate Research Assistant**, TATLab, University of Washington, Seattle, WA
- 2012 - 2013 **UX Design Intern**, IBM, Costa Mesa, CA
- 2011 - 2013 **Undergraduate Research Assistant**, STAR Lab, University of California Irvine, Irvine, CA

TEACHING EXPERIENCE

- 2018 - 2019 **Creative Code Instructor**, Gray Area Foundation for the Arts, San Francisco, CA
Classes taught: Web Fundamentals: Making Art on the Web, Javascript, Node.js + APIs
- 2018 **Explore Class Teacher**, French American International School, San Francisco, CA
Class taught: Intro to Creative Coding for Visual Arts with p5.js