

Sabrina Lakhdhir

University of Victoria • sabrinakhdhir@gmail.com • 587-892-6600

Research Interests

Wearable Computing, Customization, Creativity Support Tools, Interaction Design, Human Computer Interactions

Education

Doctor of Philosophy in Computer Science

University of Victoria

May 2022 – Present

Expected Graduation: September 2025

Thesis: Designing Tools to Support the Customization of Technology-Embedded Wearables

Supervisor: Dr. Sowmya Somanath

Master of Science in Computer Science

University of Victoria

September 2021 – April 2022

Transferred to PhD

Thesis: Envisioning Toolkits for Storytelling Wearables

Supervisor: Dr. Sowmya Somanath

Bachelor of Science, Honours, Computer Science

University of Calgary

September 2015 – April 2021

Concentration: Human-Computer Interactions

Minor: Visual Art & Art History

Honours Thesis: Designing *Pedestrian-Wearables* for Interactions with Autonomous Vehicles

Supervisors: Dr. Ehud Sharlin, Dr. Sowmya Somanath

Academic Teaching Experience

Teaching Assistant

University of Victoria

Course: CSC 485C/578C – Computing for Cognitive Augmentation

Fall 2022

Supported professor during the lecture with medial tasks and ensured students participated in lecture activities. Graded assignments for a class of approximately 65 students.

Course: CSC 106 – The Practice of Computer Science

Spring 2022

Engaged two lab sections of first-year undergraduate students in introductory computer science concepts such as number systems, logic gates, and programming with Python and Processing.

Course: SENG 310 – Human Computer Interaction

Fall 2021, Summer 2022

Instructed classes of approximately 30 upper-year undergraduate students in a mandatory lab section. Taught concepts such as use cases, task descriptions, and heuristic evaluation and led students through the user-centered design process using their own group projects as a baseline.

Guest Lectures

Customization of Personal Wearables, University of Victoria, SENG 310

July 2022

The Intersection of Art and Technology, University of Victoria, CSC 106

March 2022

Research Projects and Experience

Research Associate

VIXI Lab, University of Victoria

September 2021 – Present

Projects: Storytelling in Garment Creation, Collaboration for the Customization of Assistive Technologies

Supervisor: Dr. Sowmya Somanath

Leading a series of research projects to study how technological tools or toolkits can support the customization of technology-embedded wearables in multiple contexts.

Research Associate

September 2020 – August 2021

iLab, University of Calgary

Project: Designing Wearable Technologies for AV-Pedestrian Interactions

Supervisors: Dr. Ehud Sharlin, Dr. Sowmya Somanath

Led a research project to study possible effective designs of wearable technologies, specifically e-textiles, to assist in AV-pedestrian interactions. This included conducting a thorough literature review, developing and running a design study, analyzing qualitative data, and prototyping a subset of promising wearable ideas.

Research Associate

October 2020 – September 2021

Multilingual Families Lab, University of Alberta

Project: LinGrow

Supervisor: Dr. Andrea MacLeod

Collaborated with an interdisciplinary team of researchers to design, develop, and evaluate an early-stage minimum viable product of an English Second Language support web application to aid research and communication between families, therapists, and educators who face challenges due to language barriers.

Research Intern

Summer Internship 2019

Calgary Pediatric Stroke Program, University of Calgary & Alberta Children's Hospital

Project: Transcranial Magnetic Stimulation (TMS) Trainer

Supervisors: Dr. Ephrem Zewdie, Dr. Adam Kirton

Co-led a research project to design and develop an interactive training system to simulate a widely used physical treatment method. Produced a first prototype of a realistic training system using collected data and coded with over 1500 lines of code in C# on Unity which graphed electromyography signals containing over 2400 data points.

Publications

Papers

P.1. **Lakhdhir, S.**, Perin, C. & Somanath, S. Storytelling with Garments: A Case Study with Hobbyist-Sewers. *Under review at CHI Conference on Human Factors in Computing Systems (CHI '23)*.

Position Papers

PP.1. **Lakhdhir, S.**, Holsti, L., Fournier, H., Kondratova, I., Anderson, F., Perin, C., & Somanath, S. Engaging Diverse Individuals in Remote Co-Design to Collaboratively Design Personalized Glucose Monitors. *Under review at A Workshop on Disability Inclusive Remote Co-Design at ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '22)*.

Juried Posters

PO.1. **Lakhdhir, S.**, Fournier, H., Kondratova, I., Anderson, F., & Somanath, S. Tools for Collaboratively Designing and Evaluating Personalized Assistive Technologies. Poster presented at: Celebrating the Success of Women in STEM Symposium: Pushing the frontiers of research through collaboration. 2022 Feb 10-11; virtual.

PO.2. **Lakhdhir, S.** & Somanath, S. Envisioning a Toolkit for Storytelling with Garments. *Toolkits & Wearables Workshop at CHI Conference on Human Factors in Computing Systems (CHI '22)*.

Technical Reports

R.1. Demers, C., **Lakhdhir, S.**, Kaushik, S., Gimeno, Z., Munjal, D., Yang, L., Tormon, R., Ebose, W., & MacLeod, A.A.N. (2021, February). *linGrow: Development of a multilingual app to support home-school communication of multilingual families*. Multilingual Families Lab, University of Alberta. <https://doi.org/10.7939/r3-5w7w-a035>

Scholarships, Honours, and Awards

Faculty of Graduate Studies International Travel Grant (\$600, to attend ASSETS '22 to present PP.1)

October 2022

British Columbia Graduate Scholarship (\$15,000)

September 2022

Gary Marsden Travel Award (to attend CHI '22 to present P.1)

May 2022

University of Victoria Graduate Award (\$1,500)

April 2022

University of Victoria Graduate Fellowship Award (\$13,500)

September 2021

Jason Lang Scholarship (\$1,000)

April 2019

| | |
|---|------------------|
| Faculty of Science Dean's List | April 2019, 2021 |
| Westlake Chemical Corporation Scholarship (\$8,000) | 2015 – 2019 |
| Alexander Rutherford Scholarship (\$2,500) | June 2015 |
| Bronze Duke of Edinburgh Award | 2014 |

Academic Service

| | |
|---|--------------------------|
| Student Volunteer Co-Chair | September 2022 – Present |
| <i>Conference:</i> Graphics Interface (GI) 2023 | |

| | |
|---|---------------------------|
| Accessibility Co-Chair | November 2021 – June 2022 |
| <i>Conference:</i> Designing Interactive Systems (DIS) 2022 | |

| | |
|--|--------------|
| Reviewer | October 2021 |
| <i>Conference on Human Factors in Computing Systems (CHI) 2022</i> | |

Professional Memberships

| | |
|--|----------------------|
| ACM SIGCHI Member | April 2022 – Present |
| Association of Computing Machinery (ACM) Student Member | April 2021 – Present |

Leadership and Mentoring Experience

| | |
|---|----------------------|
| University of Victoria ACM Student Chapter | March 2022 – Present |
| <i>Role:</i> Co-founder and Chair | |

Co-founded the University of Victoria ACM Student Chapter to provide mentoring opportunities, particularly for integrating more undergraduate students into research and helping them understand the broad applications of computer science, as well as to provide networking and learning opportunities for all students.

| | |
|--|------------------------|
| Undergraduate Student Mentor | January 2022 – Present |
| Mentored multiple final-year undergraduate students (one during their honours project, one during a MITACS internship) by engaging in weekly meetings, introducing them to research concepts and methods, and supporting completion of their project deliverables. | |

| | |
|---|-------------------------|
| National Convenor for iCompute | November 2019 – Present |
| Aga Khan Education Board, Aga Khan Council for Canada | |
| <i>Roles:</i> Instructor, Co-Instructor, National Convenor | |
| Developed curriculum and organized members nation-wide for successful delivery of a foundational coding program for youth. Adapted programming for a virtual setting, trained volunteer instructors, and taught and coordinated classes via Zoom for over 50 students during Fall 2020 (level 1), over 40 students during Spring 2021 (level 2), and over 50 students during Fall 2021 (level 1). | |
| <i>Programs:</i> Scratch in Level 1, Thinkable in Level 2 | |

| | |
|--|--------------------------|
| Technical Mentor | January 2018 – June 2020 |
| University of Calgary, Technovation | |
| Supported multiple teams of junior high and high school girls, along with a business mentor, in developing an app from initial ideation and business planning, through to development and a final pitch. | |
| <i>Languages:</i> App Inventor for junior high team, Swift for high school team | |

| | |
|---|-----------------------------|
| Peer Helper | September 2016 – April 2018 |
| Leadership & Student Engagement Office, University of Calgary | |
| <i>Offices:</i> Meal Exchange, Sophomore Leadership Program | |
| As a Meal Exchange peer helper, assisted in planning, advertising and executing various events such as Trick or Eat, an annual Halloween campaign to fight local hunger. As a Sophomore Leadership Program peer helper, mentored a group of second- and third-year students to develop their leadership styles through workshops and semesterly retreats while also engaging in extra-curricular activities and events. | |

Development Projects

Mental Health Wearable

September 2020 – December 2020

Course: Wearable Design for Mental Health

Presented at: Nickle at Noon Showcase, Nickle Galleries, University of Calgary

Researched, ideated and designed a device which can be used to comfort individuals and work towards combating common mental health illnesses in students such as anxiety and loneliness. Defined a target user group, a set of required functionalities, and required materials, such that a working prototype could be developed.

Drone Movie Director

September 2020 – December 2020

Course: Human-Robot Interactions

Designed a physical and touchscreen interface (HTML, CSS, JS) to mediate interactions between a drone and human movie director in order to achieve artistic views and increase basic functionality of a drone for filmmaking purposes.

Work Experience

Student WestJetter

September 2019 – April 2020

WestJet Main Campus, Calgary

Training: ServiceNow Fundamentals

Worked through a variety of projects to support the End User Experience team within IT Mobility Operations for regular airline operations.

Certifications

3D Design and Print

January 2022

Digital Scholarship Commons, University of Victoria Libraries

Qualitative Data Analysis with NVivo

November 2021

Digital Scholarship Commons, University of Victoria Libraries

References

Available Upon Request