# S. Sandra Bae

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## RESEARCH INTEREST

My research spans across human-computer interaction (HCI), data visualization, and computational fabrication. I study the interplay of the digital and physical worlds when people analyze high-dimensional and spatial data.

I specifically focus on uncovering the analytical contexts—whether they're *user-driven* or *data-driven*—of when data representations and interactions should be beyond the traditional desktop setup. To investigate this question, I situate my work in various domains, such as aerodynamics, robotics, network science, literacy, and design. My research activities include introducing theoretical frameworks, conducting empirical and qualitative studies, and building systematic toolkits (algorithms and hardware design).

**Keywords**: Human-Computer Interaction, Data Visualization, Computational Geometry & Fabrication, Optimization, Tangible Interactions

*Last Updated (Nov 2024)*

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## EDUCATION

2020 - PRESENT **University of Colorado, Boulder**
*Ph.D. in Creative Technology & Design*
Advisor: Ellen Do, Danielle Szafir, & Michael Rivera | ACME Lab, VisuaLab, & Utility Lab

2018 - 2020 **University of California, Davis**
*M.S. in Computer Science*
Advisor: Kwan-Liu Ma | ViDi Lab

2014 - 2018 **University of California, Davis**
*B.A. in Human-Computer Interaction*
*Minor in Education*

## AWARDS AND DISTINCTION

**2024** **APUP Researcher at the National Renewable Energy Laboratory ($230,000)** ⋆
2024 KASF-KIA Scholarship ($2,500) (Top 5 recipient for KIA special recognition for excellence in STEM) ⋆
2024 CU Boulder's Special Recognition Award for Partnership for Sustainability (*Coffee Ground Filament*)
**2023** **EECS Rising Star** ⋆
**2023** **Best Paper Honorable Mention (IEEE VIS23)** ⋆
2023 Korean American Scholarship Foundation ($2,000)
2023 Achievement Reward for College Scientists ($7,500)
**2023** **Rocky Mountain RepRap Festival, Most Functional/Useful, Sensing Networks** ⋆
2023 Rocky Mountain RepRap Festival, Most Innovative, *Coffee Ground Filament*
2022 Achievement Reward for College Scientists ($7,500)
2022 Korean American Scholarship Foundation ($3,000)
2022 David T. Spalding Graduate Teaching Fund Fellowship ($1000)
2021 Korean American Scholarship Foundation ($2,000)
2021 CU Boulder Travel Grant ($500)
2021 CU Boulder Dean's Engineering Travel Grant ($400)
2021 Honorable Mention, IEEE World Haptics Student Design Competition
2021 CRA-WP Grad Cohort for Women
2021 Ada Lovelace Fellow, Open Hardware Summit
2021 Craft Award, ACM TEI Student Design Competition.

2021 Achievement Reward for College Scientists ($6,500)
2019 Richard C. and Joy Dorf Engineering Graduate Fellowship ($1,000)
**2019 NASA JPL Master's Thesis Educational Fellow ($30,000)** ✶
2018 NSF's Preparing Engineering Graduate Students for the 21st Century Fellow ($10,000).
2018 Honorable Mention Visual Storytelling Award, IEEE Pacific Visualization Symposium.
2017 Beneath (CONNECT EXPO 2017) - Judge's Honorable Mention.
2017 UC Davis Organizational Research Expo.
2017 Better Together - AIGA and IDSA.

## FUNDING

UNDER REVIEW

**Tactile Perception of Surface Roughness for 3D Printed-Textures: Theory and Application for Data Visualization**
**Amount:** $2,500
**Agency:** Sigma Xi (The Scientific Research Honor Society)
**Principal Investigator:** S.Sandra Bae, CU Boulder
**Submitted:** Oct 2024

CONTRIBUTED TO AWARDED GRANTS (TOTAL $561K)

**Human-Computer Interaction Techniques for Large-Scale Data Analysis**
**Amount:** $231,000
**Agency:** Alliance Partner University Program (APUP) with National Renewable Energy Laboratory (NREL)
**Principal Investigator:** Michael L. Rivera, CU Boulder
**Co-Principal Investigator:** Kenny Gruchulla, NREL
**Duration:** Jan 2024 - May 2025
**Contribution:** Wrote 25% for one of three research activities to be executed in conjunction at NREL.

**Supporting Explainable AI for Future Analysts with Interactive Physicalizations**
**Amount:** $30,000
**Agency:** CU Boulder Seed Grant (Engineering Education and AI-Augmented IRT)
**Principal Investigator:** Michael L. Rivera, CU Boulder
**Co-Principal Investigator:** Ellen Yi-Luen Do, CU Boulder
**External Co-Principal Investigator:** Danielle Albers Szafir, UNC-Chapel Hill
**Duration:** Sept 2023 - Dec 2023
**Contribution:** Wrote one of two research threads, including introduction and research assessment, where we promote a hybrid analytical environment using tangible objects to support AI explainability.

**EAGER: Home-Based DIY Interactive Information Physicalization for Young Children and their Parents**
**Amount:** $300,000
**Agency:** National Science Foundation
**Principal Investigator:** Ellen Yi-Luen Do, CU Boulder
**Co-Principal Investigator:** Danielle Albers Szafir, CU Boulder
**Duration:** Oct 2020 - Sep 2022
**Contribution:** Wrote two of the three research threads, including the background and research plan, where we will develop an informal, home-based approach to promote data visualization literacy for young children.

## RESEARCH EXPERIENCE

WINTER 2024 - PRESENT
**National Renewable Energy Lab (NREL)** | Golden, CO
*Graduate Research Assistant*
Research with Kenny Gruchalla, Olga Doronina, and Ryan King.
Developing an analytical tangible user interface to manipulate affine transformations for aerodynamic design (e.g., wind blades). In collaboration with NIST (Dr. Zachary Grey).

FALL 2020 - PRESENT
**University of Colorado, Boulder** | Boulder, CO
*Graduate Research Assistant & Teaching Assistant*
Research with Danielle Albers Szafir, Ellen Yi-Luen Do, and Michael L. Rivera.
Teaching assistant for Daniel Leithinger, Laura Devendorf in ATLAS.

SUMMER 2020
**Stanford University** | Palo Alto, CA (Remote)
*HCI Research Intern*
Research with James Landay and Elizabeth Murnane.
Identifying and building family-centered, in-car technology to support collaborative learning.

SUMMER 2019 - SUMMER 2020
**NASA Jet Propulsion Lab** | Pasadena, CA
*University Researcher*
Research with Federico Rossi, Scott Davidoff, and Joshua Vander Hook.
Working as a NASA JPL Master's Thesis Fellow to expand Summer 2019's project.

SUMMER 2019
**NASA Jet Propulsion Lab** | Pasadena, CA
*Data Visualization / HCI Research Intern*
Research with Hillary Mushkin, Santiago Lambedya, Maggie Hendrie, Scott Davidoff.
Developed a visual analytics systems to analyze scheduling coordination for multi-robot systems

SUMMER 2019 - SPRING 2020
**University of California, Davis** | Davis, CA
*Undergraduate / Graduate Student Research Assistant & Teaching Assistant*
Research with Kwan-Liu Ma.
Teaching assistant for Kwan-Liu Ma, Hao-Chuan Wang, and Nina Amenta in Computer Science.

## REFEREED PUBLICATIONS

I author in both **computer science** and **physical science** venues. For *physical sciences*, I author in journals, such as the Journal of Astronautical Sciences . In *computer science*, conferences are the primary venues (∼25% acceptance rates). I author in ACM CHI Conference on Human Factors in Computing Systems (CHI), the ACM conference on Designing Interactive Systems (DIS), IEEE Visualization Conference (IEEE VIS), and IEEE International Conference on Robotics and Automation (IEEE ICRA).

### JOURNAL ARTICLES

J1 **S. S. Bae**, T. Fujiwara, A. Ynnerman, E. Y.-L. Do, M. Rivera, and D. A. Szafir. "A Computational Design Pipeline to Fabricate Sensing Network Physicalizations". In: *IEEE Transactions on Visualization and Computer Graphics (also proc. IEEE VIS 2023)*. Melboune, Australia, 2023, Acceptance rate: 24.7% (133/539)
∗ **Best Paper Honorable Mention (Top 5%)**.

J2 **S. S. Bae**, R. Vanukuru, R. Yang, P. Gyory, R. Zhou, E. Y.-L. Do, and D. A. Szafir. "Cultivating Visualization Literacy for Children Through Curiosity and Play". In: *IEEE Transactions on Visualization and Computer Graphics (also proc. IEEE VIS 2022)*. 2022, Acceptance rate: 26.5% (122/460).

J3 R. Woollands, F. Rossi, T. S. Vaquero, M. S. Net, **S. S. Bae**, V. Bickel, and J. V. Hook. "Maximizing Dust Devil Follow-Up Observations on Mars Using Cubesats and On-board Scheduling". In: *Journal of Astronautical Sciences*. 2022.

CONFERENCE ARTICLES

C1 R. Sorenson-Graff, **S. S. Bae**, and J. Wirfs-Brock. "Integrating Annotations for Sonifications and Physicalizations". In: *Proceedings of the IEEE VIS 2024*. St. Pete Beach, Florida, 2024, Acceptance rate: 31.9% (66/207).

C2 P. Gyory, **S. S. Bae**, R. Yang, E. Y.-L. Do, and C. Zheng. "Marking Material Interactions with Computer Vision". In: *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. Hamburg, Germany, 2023, Acceptance rate: 28.39% (880/3182).

C3 M. Rivera, **S. S. Bae**, and S. Hudson. "Exploring Spent Coffee Grounds as a Sustainable Material for Prototyping with 3D Printing". In: *Proceedings of the 2023 on Designing Interactive Systems Conference*. Pittsburg, PA, USA, 2023, Acceptance rate: 24.1% (174/726).

C4 **S. S. Bae**, D. A. Szafir, and E. Y.-L. Do. "Exploring the Benefits and Challenges of Data Physicalization". In: *Proceedings of the Fourth European Tangible Interaction Studio (ETIS' 22)*. Toulouse, France, 2022, Acceptance rate: 88% (15/17).

C5 **S. S. Bae**, C. Zheng, M. E. West, E. Y.-L. Do, S. Huron, and D. A. Szafir. "Making Data Tangible: A Cross-disciplinary Design Space for Data Physicalization". In: *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems*. New Orleans, Louisana, 2022, Acceptance rate: 23% (4590/19964).

C6 **S. S. Bae**, F. Rossi, J. V. Hook, S. Davidoff, and K.-L. Ma. "A Visual Analytics Approach to Debugging Cooperative, Autonomous Multi-Robot Systems' Worldviews". In: *Proceedings of the IEEE Visual Analytics Science and Technology (VAST) 2020*. Salt Lake City, Utah (Virtual), 2020, Acceptance rate: 24.8% (52/210).

C7 **S. S. Bae***, O.-H. Kwon*, S. Chandrasegaran, and K.-L. Ma. "Spinneret: Aiding Creative Ideation through Non-Obvious Concept Associations". In: *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. Honolulu, Hawaii (Virtual), 2020, (*equally contributed), Acceptance rate: 24.31% (760/3126).

DEMOS & POSTERS

D1 **S. S. Bae**, T. Fujiwara, D. A. Szafir, E. Y.-L. Do, and M. L. Rivera. "3D printed multi-point capacitive touch sensor". In: *Symposium on Computational Fabrication*. SCF '24. Aarhus, Denmark: Association for Computing Machinery, 2024.

D2 E. Johnson, **S. S. Bae**, and E. Y.-L. Do. "Supporting Data Visualization Literacy through Embodied Interactions". In: *Proceedings of the Fifteenth International Conference on Creativity & Cognition (C&C '22)*. Gathertown (Remote): Association for Computing Machinery, 2023.

D3 **S. S. Bae**. "Towards a Deeper Understanding of Data and Materiality". In: *Proceedings of the Fourteenth International Conference on Creativity & Cognition (C&C '22)*. Venice, Italy: Association for Computing Machinery, 2022.

D4 **S. S. Bae**, R. Yang, P. Gyory, J. Uhr, D. A. Szafir, and E. Y.-L. Do. "Touching Information with DIY Paper Charts & AR Markers". In: *Interaction Design and Children*. IDC '21. Athens, Greece (Virtual): Association for Computing Machinery, 2021, Acceptance rate: 27% (136/501).

D5 **S. S. Bae*** and M. E. West*. "Cyborg Crafts: Second SKIN (Soft Keen INteraction)". In: *Proceedings of the Fifteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI '21)*. Salzburg, Austria (Virtual): Association for Computing Machinery, 2021, (*equally contributed).

TECH REPORTS

T1 R. Woollands, F. Rossi, T. S. Vaquero, M. S. Net, **S. S. Bae**, V. Bickel, and J. V. Hook. "Maximizing Dust Devil Follow-Up Observations on Mars Using Cubesats and On-board Scheduling". In: *Proceedings of the 43rd Annual AAS Guidance & Control Conference, Breckenridge, CO*. 2021.

## BOOK CHAPTERS

B1 T. Hopkins, **S. S. Bae**, J. Uhr, C. Zheng, A. Banic, and E. Y.-L. Do. "User Interfaces in Smart Cities". In: *Handbook of Smart Cities*. Ed. by J. C. Augusto. Springer International Publishing, 2021.

## PATENT AND INDUSTRY PARTNERSHIP

NON-PROVISIONAL PATENT APPLICATION

**Bae, S. S**, Fujiwara, T., Rivera, M.L., Szafir, D.A., Do., E.Y.D (2023). Systems and Methods for Touching Sensing Based on Resistor-Capacitor Delays. *U.S. Patent Application 63/497,594*, filed April 21, 2023. Pending non-provisional patent application.

INDUSTRY PARTNERSHIP

| Company | Funding | Year |
|---|---|---|
| Stratasys | Gift | 2024 |
| Protopasta | Sponsored Research | 2024 |

## TALKS

*All first-author conference papers listed above were also given as presentations at their respective conferences and are not listed again in this section.*

INVITED GUEST LECTURER

**Expanding your Interactive Toolkit: Computer Vision Markers and 3D Printed Capacitive Sensors**
Georgia Tech, *Prototyping Interactive Systems*, November 7, 2023 (hosted by Hyunjoo Oh)

**Using Computational Fabrication for Data Physicalization**
UNC-Chapel Hill, *Information Professionals in the Makerspace*, October 17, 2023 (hosted by Maggie Melo)

**Computational Fabrication for Electronics**
CU Boulder, *Computational Fabrication*, October 16, 2023 (hosted by Michael L. Rivera)

**The Value of Design: Empowering Humans through Human-Centered Thinking**
CU Boulder, *Information Visualization*, March 18, 2021 (hosted by Danielle Szafir)

**The Value of Design: Empowering Humans through Human-Centered Thinking**
UC Davis, *Android Development*, January 14, 2021 (hosted by Nina Amenta)

INVITED TALKS

**Lifting Visualizations Beyond Flatland: A Geometric Perspective**
National Institute of Science and Technology (NIST), October 1, 2024 (hosted by Matt Whitlock)

**Pushing Visualizations Beyond the Desktop with Everyday Devices and Novel Interfaces**
University of Iowa, November 17, 2023 (hosted by Juan Pablo Hourcade)

**Pushing Visualizations Beyond the Desktop with Everyday Devices and Novel Interfaces**
Emory University, November 8, 2023 (hosted by Emily Wall)

**Pushing Visualizations Beyond the Desktop with Everyday Devices and Novel Interfaces**
Georgia Tech, November 8, 2023 (hosted by Yalong Yang)

**Using Network Science to Reimagine Everyday Objects as Future Computers**
TTI Vanguard, September 13, 2023 (hosted by Nancy Kleinrock)

**Towards "Best of Both Worlds": Bridging Digital and Physical Representations in Visualization Research**
Linköping University, January 9, 2023 (hosted by Miriah Meyer)

**Debugging Multi-Robot Autonomous System Anomalies**
CU Boulder ATLAS Seminar, October 6, 2020 (hosted by Ellen Yi-Luen Do)

**Debugging Multi-Robot Autonomous System Anomalies**
NASA-JPL, August 27, 2020 (hosted by Scott Davidoff)

## TEACHING AND MENTORING

### TEACHING EXPERIENCE

** indicates the instructor of the course*

| Term | Institute | Subject Title | Role | Enrolled | Evals |
|---|---|---|---|---|---|
| SUMMER 2024 | MIT | Web Development (Brave Behind Bars[1]) | Teaching assistance Thomer Gil* | 54 | No |
| SPRING 2022 | CU Boulder | ATLAS3300: Object (Physical Computing) | Teaching assistance Laura Devendorf* | 37 | No |
| SPRING 2021 | CU Boulder | ATLAS3300: Object (Physical Computing) | Teaching assistance Daniel Leithinger* | 36 | No |
| SPRING 2020 | UC Davis | ECS162: Web Programming | Teaching assistance Nina Amenta* | 122 | Yes |
| WINTER 2020 | UC Davis | ECS164: Intro to Human-Computer Interaction | Teaching assistance Hao-Chuan Wang* | 59 | Yes |
| WINTER 2019 | UC Davis | ECS164: Intro to Human-Computer Interaction | Teaching assistance Hao-Chuan Wang* | 63 | Yes |
| SUMMER 2018 | UC Davis | ECS163: Information Visualization | Teaching assistance Kwan-Liu Ma* | 23 | No |

### MENTORING

| Name | Degree | Year | Context |
|---|---|---|---|
| Quintan Gerhardstein | M.S. in Creative, Tech. & Design (CU Boulder) | 2024 | Master's thesis |
| Krithik Ranjan | Ph.D. in Creative, Tech. & Design (CU Boulder) | 2024 | Research project [R6] |
| Xin Wen | Ph.D. in Creative, Tech. & Design (CU Boulder) | 2024 | Research project [R8] |
| Chin Tseng | Ph.D in Computer Science (UNC-Chapel Hill) | 2023–2024 | Research project [R3] |
| Carson Kohlbrenner | M.S. in Aerospace Engineering (CU Boulder) | 2023–2024 | Research project [R4] |
| Rhys Sorenson-Graff | B.A. in Computer Science (Whitmann College) | 2023–2024 | Research project [C1] |
| Peter Gyory | Ph.D. in Creative, Tech. & Design (CU Boulder) | 2022–2023 | Research project [C2] |
| Elise Johnson | B.S. in Mechanical Engineering (CU Boulder) | 2021–2022 | Research project [D2] |
| Alex Dickhans | High school student | 2024 | Research project [R4] |
| Ruhan Yang | Ph.D. in Creative, Tech. & Design (CU Boulder) | 2024 | Research project |
| Ada Zhao | M.S. in Creative, Tech. & Design (CU Boulder) | 2024 | Research project |

[1]Brave Behind Bars is a college-accredited introductory computer science and career-readiness program for incarcerated people. https://bravebehindbars.org/

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|---|---|---|---|
| Noah Liska | B.S. in Computer Science (CU Boulder) | 2023–2024 | Research project |
| Caleb Kumar | B.S. in Computer Science (CU Boulder) | 2023–2024 | Research project |
| Eloise Yalovitser | B.F.A in Design & Tech. (Parson School of Design) | 2023 | Research project |
| Antonio (Zhixing) Li | B.S. in Mechanical Engineering (CU Boulder) | 2023 | Research project |
| Vy Thai | B.S. in Computer Science (Stanford University) | 2020 | Research project |
| Ashleigh Thomas | M.S. in Computer Science (UC Davis) | 2019 | Department mentorship |
| Lovpret Kaur | B.S. in Computer Science (UC Davis) | 2019 | Department mentorship |

## ACADEMIC SERVICE

**Program Committee**
ACM Creativity & Cognition 2021
ACM Tangible and Embedded Interaction (TEI) 2024

**Organizing Committee**
IEEE VIS 2022, 2024 BELIV Workshop (Social Media and Web Chair)

**Invited Conference Reviewer**
ACM Symposium on User Interface Software and Technology (UIST) 2021
ACM Interaction Design and Children (IDC) 2023
ACM Designing Interactive Systems (DIS) 2021–2024
ACM Conference on Human Factors in Computing Systems (CHI) 2021–2025
ACM Tangible and Embedded Interaction (TEI) 2022–2025
ACM Creative & Cognition (CC) 2021–2022
EG/VGTC EuroVis 2022
NordicCHI 2024
SIGGRAPH Asia Technical Paper 2024
IEEE VR 2025

**Invited Journal Reviewer**
IEEE Transactions on Visualization and Computer Graphics (TVCG) 2022–2024
International Journal of Child-Computer Interaction 2022
Behaviour & Information Technology 2023, 2024
IS&T Journal of Perceptual Imaging 2024, 2025

**Invited Book Chapter Reviewer**
"Visualization Psychology" published by Springer Nature. Editors: Danielle Albers Szafir, Rita Borgo, Min Chen, Darren J. Edwards, Brian Fisher, & Lace Padilla

**Special Recognition as a Reviewer**
2023 ACM Tangible and Embedded Interaction (TEI)
2023 ACM Conference on Human Factors in Computing Systems (CHI) x2
2024 ACM Conference on Human Factors in Computing Systems (CHI) x2

**Institutional Service**
Ph.D. Open House Organizer 2021, ATLAS Institute, CU Boulder
Faculty Candidate Student Host 2021, 2024 ATLAS Institute, CU Boulder
Ph.D. Graduate Application Support Program Founder 2022, 2023, ATLAS Institute, CU Boulder

**Tutoring**
Coding tutor, Women's Resources and Research Center UC Davis, UC Davis (2016-2018)

## DESIGN EXHIBITIONS

2019 **Sit On Data** | Imagining America's 20th Anniversary National Gathering
A data-driven parametric-bench where users can feel the data by sitting. Developing using Python, CNC routing, Laser cutting.

2017 **BENEATH** | SOFA Chicago 2017
An immersive installation conveying California's land subsidence. Presented at SOFA Chicago 2017. Built motion graphics and projection using Processing.

2017 **OneClimate: Prototyping Climate Change** | Exploratorium Musem (SF)
A multisensory exhibition conveying the impact of climate change sponsored by the John Muir Institute of the Environment. Featured at the Exploratorium in San Francisco for the OneClimate event, AIGA & ISAD - San Francisco, and IA's 2017 National Gathering. Designed the scientic narrative and constructed the exhibit using woodshop skills.

## SELECTED MEDIA COVERAGE

2023 **Yahoo Finance** | First-of-its-kind study combines common household waste product with 3D printing — here are the results
https://finance.yahoo.com/news/first-kind-study-combines-common

2023 **Ars Technica** | Don't throw out those used coffee grounds—use them for 3D printing instead
https://arstechnica.com/science/2023/09/dont-throw-out-those-used-coffee-grounds-use-them-for-3d-printing-instead/

2023 **TechBriefs** | Using Coffee to Reduce Waste from 3D Printing
https://www.techbriefs.com/component/content/article/tb/stories/blog/49103

2023 **Daily camera (Boulder)** | CU Boulder professor creates 3D printing paste with coffee grounds
https://www.dailycamera.com/2023/09/20/cu-boulder-professor-creates-3d-printing-paste-with-coffee-grounds/

2023 **CNC Kitchen (Youtube)** | 3D Printing Resistors, Fibers & Coffee - Utility Research Lab
https://youtu.be/Oeqvo2c28_c

2023 **Make Magazine** | Rocky Mountain RepRap Fest: All The Cool 3D Printing Stuff
https://makezine.com/article/digital-fabrication/3d-printing-workshop/3d-printing-festival-loveland-colorado/

2023 **Meltzone Podcast** | Rocky Mountain RepRap Festival & Prusa MK4
https://youtu.be/NkgOXFn55cM?t=1041

2023 **CU Boulder** | ATLAS Innovators Win Big at RepRap Festival
https://www.colorado.edu/atlas/2023/05/08/atlas-innovators-win-big-reprap-festival

2023 **CU Boulder** | New seed grants from the Engineering Education and AI-Augmented Learning research theme will support range of topics
https://www.colorado.edu/irt/engineering-education-ai/2023/05/19/new-seed-grants-engineering-education-and-ai-augmented-learning-research-theme-will

2021 **CU Boulder** | Sandra Bae receives ARCS and KASF scholarship
https://www.colorado.edu/atlas/2021/09/08/sandra-bae-receives-arcs-and-kasf-scholarships

2017 **CONNECT EXPO** | SOFA CHICAGO 2017 Exhibition
Printing Press: Chubb (pg. 10-11).

2017 **AIGA and IDSA** | Better Together Design Exhibition
Printing Press: AIGA (pg. 8-9).

2017 **UC Davis** | 'OneClimate' a Call to Arms
https://www.ucdavis.edu/news/oneclimate-call-arms