Amelia Wang

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EXPERIENCE

User Empowerment Lab - Research Assistant

June 2019 - Present

Advised by Alexis Hiniker in the Information School
Running participant studies on children and voice interfaces for 2020 CHI submission

Prosocial Computing Lab, UW HCDE - Research Assistant

April 2017 - Present

Currently working on two projects advised by Gary Hsieh for 2020 CHI submissions
Joint project w/ Andrea Hartzler of UW Biomedical Informatics on ER chatbot design
Previously designed and analyzed study of eye-tracking and webpage behavior
Constructed local database using Apache, SQL, and PHP
Used Python, JavaScript, and AJAX to track various local webpage and mouse behaviors to send to database

Marketing and Communications (UMAC), UW - User Experience Intern

September 2018 - June 2019

Worked alongside developers, designers, and content strategists
Consulted and improved content across the university's websites
Conducted usability research to draw insights and make improvements on web campaigns

Computing Research Association, University of Iowa - DREU Intern

June 2018 - September 2018

HCI/Accessibility research advised by Kyle Rector in the Computer Science dept.
Worked on CHI publication on inclusive design for blind users in Virtual Reality
Qualitatively coded videos and transcribed interviews for analysis
Developed screen reader add-on for programmers with low/no vision
Documented progress and reports on wangamelia.github.io/iowa

SERVICE

Society of Women Engineers, UW - President

June 2019 - Present

Leading UW's largest student-run organization, 20+ officers and 300+ members
Previously served as Vice President of Public Relations, overseeing and creating original content to represent UW's largest student organization
More information at uwswe.com

Girls Who Code, Garfield High School - Volunteer Facilitator

February 2017 - February 2018

2016-2017: Worked alongside an industry professional to support students in their pursuit of the tech field
2017-2018: Taught Javascript to girls range of experience in coding

PUBLICATIONS

Wedoff, R., Ball, L., Wang, A., Khoo, Y.X., Lieberman, L., Rector, K. *Virtual Showdown: An Accessible Virtual Reality Game with Scaffolds for Youth with Visual Impairments.* CHI 2019

EDUCATION

University of Washington, Seattle 2016-2020
Bachelor of Science in Human Centered Design & Engineering, 3.6

Coursework:

User Centered Design
Technical Communications
Visual Communications
Design Theory
Inclusive Design
User Research
Information Visualization
Data Structures and Algorithms
Programming in R, Java, and Python

PROJECTS

win.do - SWEHacks
My team designed an algorithm and system that looks at company social media profiles to address gender inequality in the workplace, viewable at devpost.com/software/win-do

NVDA Add-on for Pycharm - HAW-CHI Lab
During my research internship at the University of Iowa, I developed an NVDA Add-on to make an IDE (Pycharm) more accessible for blind users. Report can be found at wangamelia.com/iowa

C[AI]RE - User Centered Design (HCDE 318)
An app design that supports child service workers-- Throughout the process, a team of students and I conducted interviews and usability tests, and created personas, user journey maps, wireframes, and storyboards