I am a mixed methods HCI researcher who designs, implements, and evaluates novel interactions for end-users, learners, and professional programmers and data analysts

Skills

Programming

- Python
- JavaScript (React)
- Java
- R
- SQL

User Research and Design

- Figma (interaction design)
- Qualitative research (thematic analysis, interviews, content analysis, surveys, comparative tool studies, design probes)
- Quantitative analysis (Python and R)

Experience

Microsoft Research, Cambridge UK - Researcher

July 2022 - PRESENT

- I study how AI can help users critically think and have greater control over AI-generated explanations during data analysis and programming tasks through HCI research of end-user programming and data analysis workflows.
- Designed and implemented a React JS prototype which allows users to interact with GPT-4 to dynamically generate UI elements that helps users have greater control of LLM responses and explanations by performing prompt engineering for the user based on their needs.
- Led UX research (n=24) of a novel prototype that leverages LLMs to assist user critical thinking during data-driven-decision-making by generating 'provocations' (AI-generated critiques of AI-generated content) to help users think more broadly about data-driven sensemaking.
- Authored/co-authored 12 publications and three patents involving data analysis, end-user programming, and AI, including a new formula debugger in Excel (available in <u>Excel Labs</u>).
- Transfer research insights to product groups and leadership at Excel, VSCode Copilot, and Microsoft v-teams (Appropriate reliance of Al group, Copilot coherence group).

Autodesk Research, Remote US - User Interface Research Intern

January 2021 - April 2021

- Investigated barriers to providing expert (human) help to questions about feature-rich software like Autodesk Fusion 360.
- Designed, implemented, and deployed a custom survey prototype to collect feedback from experts (n=28). Paper in submission.

Microsoft, Redmond WA - Research Intern

July 2018 - December 2018

- As part of the <u>PROSE team</u>, designed, implemented, and evaluated a prototype for generating readable Python code within Jupyter notebooks using JavaScript and Python through program synthesis.
- With Wrex, data scientists are significantly more effective and efficient at data wrangling.
 Participants found Wrex reduced barriers in having to recall or look up data transform functions.
- Published the results from the evaluation as Wrex [1], which won Best Paper at CHI2020.

UCSD - The Design Lab, La Jolla CA - PhD Researcher

September 2017 - June 2022

- Performed HCI research on user-centered learning and doing data science.
- Published six papers and won two paper awards.
- Instructor of record for HCI Portfolio Design Studio, teaching assistant for Interaction Design, HCI Programming Studio, and Data-Driven UX/Product Design.

Verizon, Alpharetta GA - Member Technical Staff I & II, Systems Engineering

May 2011 - July 2015

- Full-stack software engineer for internal systems that managed enterprise accounts, contracts, and purchase orders.
- Developed systems in Java, JavaScript, HTML, and PL/SQL.
- Modernized existing systems through rewrites into new frameworks.
- Debugged and resolved critical issues reported by users, including stabilizing systems during major product rollout.
- Experience of working in the complete software development life cycle involving development, documentation, testing and maintenance.

Education

University of California San Diego, La Jolla CA

2017 - 2022

PhD Cognitive Science

Thesis: Synthesizing Transparent and Inspectable Technical Workflows

HCI research on better interactions for learning and doing data science (6 publications, 2 awards).

North Carolina State University, Raleigh NC

2015 - 2017

MS Computer Science

Thesis: HappyFace: Identifying and Predicting Frustrating Learning Obstacles at Scale

HCI research on detecting frustrating programming learning obstacles (1 publication).

Southern Polytechnic State University*, Marietta GA

2007 - 2011

BS Computer Science

*Now Kennesaw State University

Selected publications and awards

[1] Wrex: A Unified Programming-By-Example Interaction for Synthesizing Readable Code for Data Scientists. (CHI 2020). *Best Paper Award*

[2] FxD: a functional debugger for dysfunctional spreadsheets. (VL/HCC 2023). (Patent filed).

Best Paper Honorable Mention Award

[3] "It's like a rubber duck that talks back": Understanding Generative AI-Assisted Data Analysis Workflows through a Participatory Prompting Study. (CHIWORK 2024).

[4] Led Dynamic Prompt Middleware hackathon based on research submitted to IUI 2025 - 2nd place / 1,064 projects 'Everyday Al' Executive Challenge, 1st place Hack for differentiated experiences on Copilot+ PCs Topic Challenge

See my <u>personal site</u> for a full CV of publications, projects, and awards.