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IRENE YE YUAN

EDUCATION

Aug. 2017 – Present
Ph.D. in Computer Science, Department of Computer Science and Engineering
University of Minnesota, Minneapolis, MN

Sept. 2014 – Aug. 2015
Master of Human Computer Interaction + Design
University of Washington, Seattle, WA

Sept. 2010 – May 2014
B.A. in Computer Science, Mathematics and Physics
St. Olaf College, Northfield, MN

PROFESSIONAL EXPERIENCE

Aug. 2017 – Present
Graduate Researcher, GroupLens Lab, University of Minnesota, Minneapolis, MN
Lead research studies to identify technological opportunities for social communication and connectedness, as well as designing and developing prototypes that address these opportunities; Collaborate with fellow researchers to understand how to better support people's interaction with machine learning models in various context; Communicate study findings in both written reports (papers) and oral presentations

Nov. 2016 – Jul. 2017
User Experience Specialist III, LexisNexis, Shanghai, China
Lead designer for cross-platform legal products from user research, ideation, design, testing to release; Collaborated closely with product and engineering teams from different locations throughout the product cycle and facilitated the communications between teams

June 2016 – Aug. 2016
UX Designer and Researcher, Ubicomp Lab, University of Washington, Seattle, WA
Conducted usability testing on a mobile spirometry test app in collaboration with other researchers, and iterated the app design based on testing results

Sept. 2015 – June 2016
Interaction Designer, IA Collaborative, Chicago, IL
Collaborated with design researchers and visual designers to create omni-channel solutions and designed user experiences based on user needs and business requirements; Helped interaction design team utilize new tools by creating tutorials and teaching the team development knowledge

May 2013 – May 2014
Undergraduate Researcher, MSCS Department, St. Olaf College, Northfield, MN
Implemented bundle adjustment algorithm for error minimization in 3D reconstruction process; Conducted series of interviews, heuristic evaluations on web apps developed for professors and students on campus and implemented the design changes based on evaluation results

PUBLICATIONS

Refereed Journal Articles
Yuan, Y., Thompson, S., Watson, K., Chase, A., Senthilkumar, A., Brush, A.J.B. Yarosh, S., 2019. "Speech interface reformulations and voice assistant personification preferences of children and parents." *International Journal of Child-Computer Interaction*. https://doi.org/10.1016/j.ijcci.2019.04.005.

Refereed Conference Full Papers

McRoberts, S., **Yuan, Y.**, Watson, K., & Yarosh, S. "Behind the Scenes: Design, Collaboration, and Video Creation with Youth." To be published in *Proceedings of the 18th ACM Conference on Interaction Design and Children* (IDC '19).

Yuan, Y., and Yarosh, S. 2019. "Beyond Tutoring: Opportunities for Intergenerational Mentorship at a Community Level." In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems* (CHI '19). ACM, 449:1–449:14, https://doi.org/10.1145/3290605.3300679. **Honorable Mention Award**

Yarosh, S., Thompson, S., Watson, K., Chase, A., Senthilkumar, A., **Yuan, Y.**, Brush, A.J.B. 2018. "Children Asking Questions: Speech Interface Reformulations and Personification Preferences." In *Proceedings of the 17th ACM Conference on Interaction Design and Children* (IDC '18). ACM, 300-312, https://doi.org/10.1145/3202185.3202207. **Best Paper Award**

Non-Refereed Papers & Posters

Bonde, L., Brumfield, A., **Yuan, Y.**, 2014. "Error Minimization in 3-Dimensional Model Reconstruction Using Sparse Bundle Adjustment and the Levenberg-Marquardt Algorithm on Stereo Camera Pairs." *Midwest Instruction and Computing Symposium 2014*

Knapp, K., Jacobson, P., **Yuan, Y.**, 2014. "The Coefficient of Power Series of $e^{\sin(x)}$." *Undergraduate Student Poster Session at 2014 Joint Mathematics Meetings*

PROFESSIONAL SKILLS

Programming Languages
C/C++, C#, HTML&CSS, Java, JavaScript, Matlab, Python, R

Platforms and Tools
Adobe Creative Suite, Arduino, Axure, Processing / p5.js, Sketch, Unity

User Research & Design
A/B Testing, Card Sorting, Contextual Inquiry, Focus Group, Heuristic Evaluation, Interview, Participatory Design, Prototyping (Low-High Fidelity), Persona, Storyboarding, Survey, Usability Testing, Wireframing

TEACHING EXPERIENCE

Jan. 2018 – May 2018 **Teaching Assistant**, Department of Computer Science and Engineering, University of Minnesota
Algorithm & Data Structure

Sept. 2012 – Dec. 2013 **Teaching Assistant**, MSCS Department and Physics Department, St. Olaf College
Principles of Physics I Lab, Principles of Physics II Lab, Theory of Computation

PROFESSIONAL & COMMUNITY SERVICE

2018 - 2019 **ACM CHI, CSCW Conference Reviewer**
Nov. 2017 – May 2018 **Graduate Mentor**, WISE Undergraduate-Graduate Mentor Program
Apr. 2015 **Student Volunteer**, ACM CHI 2015