KEVIN CHOW

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EDUCATION

Sep 2019 - Present	**University of British Columbia (UBC)** PhD Student, Computer Science Expected graduation December 2024
Sep 2014 - May 2019	**University of British Columbia (UBC)** Bachelor of Science, Major in Computer Science 91.1% avg. in Math and Computer Science courses, 89.7% overall

PUBLICATIONS

TOCHI (in revision stage)	**Feeling Stressed and Unproductive? A Field Evaluation of a Therapy-Inspired Digital Intervention for Knowledge Workers** **Kevin Chow**, Thomas Fritz, Liisa Holsti, Skye Barbic, Joanna McGrenere
CHI '20	**Is Your Time Well Spent? Reflecting on Knowledge Work More Holistically** Hayley Guillou, **Kevin Chow**, Thomas Fritz, Joanna McGrenere [https://dl.acm.org/doi/abs/10.1145/3313831.3376586]
CSCW '19	**Challenges and Design Considerations for Multimodal Asynchronous Collaboration in VR** **Kevin Chow**, Caitlin Coyiuto, Cuong Nguyen, Dongwook Yoon [https://dl.acm.org/doi/abs/10.1145/3359142]
EuroHaptics '18	**A Multimodal Illusion of Force Improves Control Perception in Above-Surface Gesture: Elastic Zed Zoom** Dilan Ustek, **Kevin Chow**, Haihua Zhang, Karon MacLean [https://link.springer.com/chapter/10.1007/978-3-319-93445-7_26]

WORK EXPERIENCE

Nov 2021 - May 2022	**CPSC 444 Course Revamp @ UBC** ● Advanced Methods for Human-Computer Interaction: 4th-year CS course ● Revamped course readings and associated quizzes
May 2019 - Sep 2019	**Research Assistant @ UBC eDAPT Lab** ● Helped with the design and implementation of the initial intervention for the Time Well Spent (TWS) project under the supervision of Hayley Guillou, Dr. Joanna McGrenere, and Dr. Thomas Fritz ● Assisted with the thematic analysis of elicited TWS definitions to produce four themes that characterizes the term as one that emphasizes a more holistic perspective towards work.
May 2018 - Sep 2018	**Research Assistant @ UBC D-Lab** ● Led research project on conceptualizing multimodal, asynchronous collaboration in VR, under the supervision of Dr. Dongwook Yoon ● Implemented research prototype in Unity3D and conducted exploratory, need-finding study with the prototype system (n=15) to understand challenges and design considerations for this form of asynchronous collaboration

| May 2017 - Sep 2017 | **Research Assistant @ UBC Sensory, Perception & Interaction (SPIN) Lab** |

- Developed prototype system for enabling above-surface, in-air gesture interactions with a Leap Motion sensor under the supervision of Dilan Ustek and Dr. Karon MacLean
- Helped with designing and piloting the lab study, as well as collecting data from participants

| Jan 2016 - Sep 2016 | **Junior Java Developer @ Absolute Software** |

- Developed the backend for a web dashboard that aggregated installed software data from multiple devices
- Obtained Professional Scrum Master (PSM I) certification

TEACHING

Jan 2022 - May 2022
Jan 2021 - May 2021
Jan 2020 - May 2020

CPSC 444 Teaching Assistant @ UBC
Advanced Methods for Human-Computer Interaction: 4th-year CS course

Sep 2019 - Dec 2019
Sep 2017 - Dec 2017

CPSC 344 Teaching Assistant @ UBC
Introduction to Human-Computer Interaction Methods: 3rd-year CS course

Apr 2018

Eric Hamber Studio Workshops @ UBC
Organized, planned, and taught interactive workshops on UI/UX and prototyping to 15-20 secondary school students for service and outreach purposes

Jan 2017 - May 2017

CPSC 210 Teaching Assistant @ UBC
Software Construction: 2nd-year CS course

Sep 2015 - Dec 2015

CPSC 110 Teaching Assistant @ UBC
Computation, Programs, and Programming: entry-level CS course

SERVICE

May 2020 - Present

UBC MUX Knowledge Base Czar
I organize and manage the online knowledge base for the MUX group at UBC, which consists of the broader UBC HCI/InfoViz faculty and students.

Sep 2019 - Dec 2021

UBC CS Grad Wellbeing Representative
Student-run organization that brings together graduate students from departments across UBC to tackle issues of graduate student wellbeing and mental health.

AWARDS

2020

Four Year Doctoral Fellowship (4YF)
Provides UBC's best PhD students with financial support of at least $18,200 per year plus tuition for up to four years of their doctoral studies, with a limited number awarded to each department in UBC.

2019

Huawei Scholarships in Computer Science
One of two scholarships of $5000 offered annually by Huawei to support first-year masters students in the UBC Computer Science Department.

2018

CRA Outstanding Undergraduate Research Award, Honourable Mention
Recognizes undergraduate students in North American universities who show outstanding research potential in an area of computing research.

| 2018 | **Rick Sample Summer Internship** |
| | Research award given to outstanding undergraduate students for summer internships in the UBC Computer Science Department. |

2016, 2015 **Faculty of Science International Student Scholarship**

Awarded to students within the Faculty of Science who have demonstrated strong academic achievement, engagement in the Faculty, and the potential to make a scholarly contribution within their chosen field of study.

2015 **Trek Excellence Scholarship for Continuing Students**

Awarded to the top 5% of undergraduate students at UBC Vancouver.

2015 **Dean of Science Scholarship**

Awarded to honour the most promising undergraduate students in the Faculty of Science.

TECHNICAL SKILLS

Programming

Python, Julia, MongoDB, SQL, R, MATLAB, JavaScript/TypeScript, HTML/CSS, Java, C#, Git

Machine Learning

TensorFlow, Keras, scikit-learn, pandas, NumPy

Other Libraries/Tools/Frameworks

Electron, D3.js, OpenCV, Android SDK, Unity3D, Virtual Reality Toolkit (VRTK), Leap Motion Sensor