Priscilla Jimenez

website: pjimen5.people.uic.edu

pjimen5@uic.edu

My research interests fall into the area of human-computer interaction (HCI). I am interested in designing user interfaces and interactions, creating interactive data visualizations, and applying data mining techniques in order to offer the user meaningful collaborative and learning experiences. I follow a human-centered design approach to create technological solutions.

EDUCATION

PhD in Computer Science   **Expected - AY 2016 - 2017**
University of Illinois at Chicago, GPA: 3.6/4.0

Master of Science in Computer Science   **2010**
University of Illinois at Chicago, GPA: 3.5/4.0 – (Fulbright Scholar)
M.S. Thesis: Studying Different Methods of Providing Input to Collaborative Museum Exhibit using Mobile Devices

Engineer in Computing Specialization Technology Systems   **2005**
Escuela Superior Politécnica del Litoral. (ESPOL) – GYE, Ecuador (Top 1 Engineering program in Ecuador)
Thesis: "Sistema Computarizado de Comunicación y Control de Ingreso a Oficinas" (Computer- Based Communication and Office Access Control System)

HONORS & AWARDS

Foreign Fulbright Fellowship, 2008-2010
University of Illinois Graduate College Fellowship, 2008-2010
Electrical and Computer Engineering Department Scholarship. 1999-2000, 2001–2002, 2002-2003

SKILLS

Programming Languages: Java, Swift, C++, C# .net, JavaScript, Processing, Unity 3D, Dynamic web pages (html5, jQuery, asp, jsp, php), Objective C, R, and Matlab
Others: Databases: SQL, mySql, db2. Version control systems: Git. Development environments: Visual studio, Eclipse, and XCode
Hands-on experience in:
- Cleaning, manipulating, analyzing and visualizing data
- Weka, Lucene, and Tableau
- HCI qualitative and quantitative research
- Designing and Implementing interactive visualizations
- Desktop, mobile and web-based software development

WORK EXPERIENCE

Adjunct Lecturer at Lewis University – Romeville, IL, USA   **Fall 2016**
Instructor for Data Visualization graduate course

Intern at IBM – Almaden Research Center – San Jose, CA, USA   **Summer Internship 2012, 2013, 2015**
- Developed mobile demo (for iPhone using Swift) and content-based recommendation system to support business travel solutions. Worked with the Storage and Cloud Services research group.
- Contributed along with technical scientists to develop software/application patent. Worked with the Storage and Cloud Services research group. The invention relates to context oriented assessment for travel companionship by using an associated weight to prioritize travel search.
- Developed a web-based simulation (using the IBM Worklight studio) to support a demonstration of a Set Cover Tracing Technology/Algorithm (SCoTT). Worked with the Content Protection research group. In the simulation, the user has to choose attackers and the simulation would run the algorithm and visualize how the attackers are discovered.
- Developed another version of SCoTT implemented on mobile devices by changing the user's engagement model; therefore, part of the back-end code where mobile devices represent different attackers in the ecosystem. This action would be hidden from other viewers. A web-based visualization would display how the algorithm discovered the attackers. Worked with the Content Protection research group.
- Contributed along with technical scientists and IP lawyers to develop potential software/application patents. Worked with the Content Protection research group. The invention relates to the use of social media to allow groups to attend live events using smart transportation and planning.
- Explored designing effective end-user interactions for collaborative environments. Worked with the Content Protection research group.

Teaching Assistant at University of Illinois – Chicago, IL, USA   **Fall 2014, AY 2015-2016,AY 2016-2017**
Teaching Assistant: C/C++ Programming for Engineers with MATLAB, Software Engineering I
- Grade assignments/exams and hold Lab hours for the C/C++ Programming for Engineers with MATLAB course
- Hold office hours and tutor students as needed
- Graded development projects and reports/system documentation for the Software Engineering I course

Research Assistant at University of Illinois – Chicago, IL, USA   **2010 - 2013**
- Designed and developed a tablet app to support museum educators in their interpretation tasks (by supporting their manipulation of multimedia exhibit content, and helping them engage visitors)
- Performed rapid prototyping using Axure prototyping tool
- Developed the interaction and functionality for a full-body interactive computer-based zoo exhibit. The input data was translated from input visitor's motion data, and I developed and evaluated 3 different methods of capturing visitor movements: using accelerometer readings from iPods, Arduino sensors, and Kinect cameras.
- Performed field observation studies and participatory design studies with teenager/novices and expert docents in the Brookfield Zoo
- Analyzing video data and audio recordings for a research study
- Led and collaborated on writing research papers.
- Collaborated with a multidisciplinary group of urban planning researchers and led efforts to explore different information visualization systems to analyze data on group interactions and engagement in an urban planning learning environment

System Administrator at Almacén de Rulimanes Salvatierra C.A., Guayaquil, Ecuador.   **July 2005 - July 2008**
- Designed and developed an information system (C#, SQL Server, Crystal Reports). It included a financial module, accounting module, inventory control module, and sales module.
- Administrated the Network (Domain server: SQL Server 2003, Mail & proxy server: CentOS - Linux)
- Designed, implemented and maintained the database
- Performed installation and upgrades of hardware-software in desktops/servers
- Performed essential desktop/server troubleshooting and technical support to users
- Designed information security policy
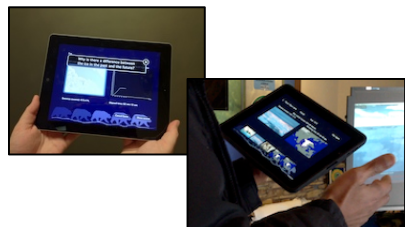- Trained end users in the use of new information system

GRADUATE COURSES

Distributed Object Programming, Distributed Systems, Data and Web Semantics, User Interface Design, Software Engineering II, Database Management Systems, Multimedia Systems, Computer Algorithms I, Artificial Intelligence I, Mobile Media, Visualization and Visual Analytics, Natural Language Processing, Research Methods in Computer Science, Human Computer Interaction, Statistical Natural Language Processing, Design of Learning Environments, Data Mining and Text Mining, and Foundations of College Teaching.
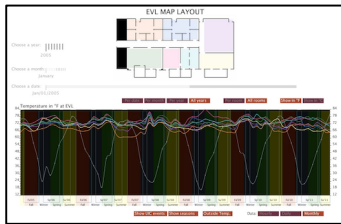Additional certificates at Coursera (Johns Hopkins University): The Data Scientist's Toolbox, Getting and Cleaning Data, R Programing, and Exploratory Data Analysis.

PROJECTS

A Mile in My Paws
Developed a computer-based exhibit tested and installed as a permanent exhibit at the Brookfield Zoo. For better user engagement, I tested different input modalities by capturing user's hands and feet movements using Arduino (left pic) and accelerometer mobile sensors and a Kinect camera (right pic).
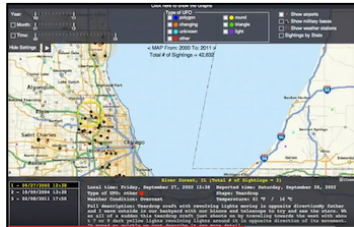

TST (Tablet Support Tool)
Designed and developed a second screen system (on an iPad) to support science educators (especially novices) that needed assistance with delivering material to engage users in a meaningful way. It synchronized with an exhibit to control exhibit parameters and to display educational media, graphs of current exhibit data, and relevant information based on the current exhibit's status.
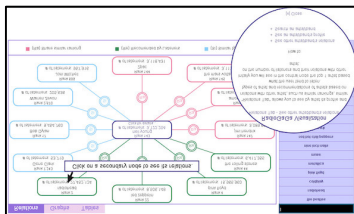
Heat of the moment
Developed an interactive visualization that aimed to help users to better understand what affects the room temperatures in a lab space on the UIC campus. Data temperature were collected from various rooms over 6 years. Additional data included in the visualization: outside temperature, seasons, university events. (individual course project)

It Came Out of the Sky
Geographic visualization of UFO sightings to help find their correlations to date/time, population density, and location using maps and stacked bar graphs. Implemented: draw/locations of airports, weather locations, military bases and different types of sightings; state rollover (information box); information legends (sightings details view); displayed places by year with timer (playback functionality); zoom functionality on map; and settings panel. More info: http://it-came-out-of-the-sky.appspot.com (group course project)

Radio Ga Ga
Interactive visualization of user profiles and music preferences to help find trends in the data. Data was taken from last.fm. Visualization shows relative popularity of top artists and albums by age, gender, and region. Implemented tutorials and help view (animations & behavior), relations view (artist recommendations), artist profile view integrated with last.fm API. More info: https://sites.google.com/a/uic.edu/424_proj4/contribution (group course project)

PUBLICATIONS

Reviewed Conferences, Full papers

- **Jimenez Pazmino, P.**, Lyons, L., Slattery, B., Hunt, B. (2016). Exploring Computer-Supported Professional Development for Novice Museum and Zoo Professionals. In Proceedings of the ACM International Conference on Supporting Group Work (GROUP 2016). Sanibel, FL.
- **Jimenez Pazmino, P.**, Slattery, B., Lyons, L., & Hunt, B. (2015). Designing for Youth Interpreter Professional Development: A Sociotechnologically-framed Participatory Design Approach. In Proceedings of the 14th international conference on Interaction Design & Children (IDC 2015). Boston, MA.
- Slattery, B., Lyons, L., & **Jimenez Pazmino, P**. (2015). Designing Mobile Support Technology for Zoo Interpreters. In Proceedings of the 19th annual conference of Museums and the Web (MW 2015). Chicago, IL.
- Slattery, B., Lyons, L., **Jimenez Pazmino, P.**, Lopez Silva, B., & Moher, T. (2014). How Interpreters Make Use of Technological Supports in an Interactive Zoo Exhibit. In Proceedings of the International Conference of the Learning Sciences (ICLS 2014).
- Lyons, L., Lopez Silva, B., Moher, T., **Jimenez Pazmino, P.**, & Slattery, B. (2013). Feel the burn: Exploring Design Parameters for Effortful Interaction for Educational Games. In Proceedings of the 2013 conference for Interaction Design and Children (IDC 2013). New York, NY.
- Lyons, L., Slattery, B., **Jimenez, P.**, Lopez, B., & Moher, T. (2012). Don't Forget About the Sweat: Effortful Embodied Interaction in Support of Learning. In Proceedings of the 6th international conference on Tangible, Embedded, and Embodied Interaction (TEI 2012). Kingston, ON, Canada.
- **Jimenez Pazmino, P.**, and Lyons, L. (2011). An Exploratory Study of Input Modalities for Mobile Devices Used with Museum Exhibits. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, (CHI 2011) pp. 895-904. ACM, 2011.

Reviewed Conferences, Short papers & Extended Abstract

- **Jimenez Pazmino, P.**, Lyons, L., Slattery, B. (2017). Framing the Design Space for Mobile Facilitation Tools in Exhibit Settings. CSCL 2017 Conference Proceedings. To be presented as a poster.
- **Jimenez Pazmino, P.**, Lyons, L., Slattery, B. (2016). Outlining the Design Goals and Challenges for Mobile Support for Exhibit Interpretation. Extended Abstract at Tapia Conference 2016.
- **Jimenez Pazmino, P.**, Lyons, L., Slattery, B. (2016). Reflecting on Expertise, a Key Factor When Designing for Professional Development in Informal Science Institutions. In Proceedings of the International Conference on Human-Computer Interaction (HCII 2016). Toronto, CA.
- Slattery, B., Lyons, L., & **Jimenez Pazmino, P**. Designing a Tablet Support Tool for Interpreters. In Proceedings of the Conference on Visitors Studies Association (VSA 2014).
- Slattery, B., Lyons, L., Lopez Silva, B., & **Jimenez Pazmino, P.** (2013). Extending the Reach of Embodied Interaction in

Informal Spaces. In Proceedings of the 10th international conference on Computer Supported Collaborative Learning (CSCL 2013). Madison, WI.

- **Jimenez Pazmino, P.,** Lopez Silva, B., Slattery, B., & Lyons, L. (2013). Teachable Mo[bil]ment: Capitalizing on Teachable Moments with Mobile Technology in Zoos. In Proceedings of the Extended abstracts of the 2013 Conference on Human Factors in Computing Systems (CHI EA 2013). Paris, France.
- **Jimenez, P.,** & Lyons, L. (2010). Studying Different Methods of Providing Input to Collaborative Interactive Museum Exhibit Using Mobile Devices. In Proceedings of the Wireless, Mobile and Ubiquitous Technologies in Education (WMUTE 2010), 6th IEEE International Conference on (pp. 225-227). IEEE.

Other

- Lyons, L., **Jimenez Pazmino, P.**, Lopez Silva, B., & Slattery, B. Exhibiting Performances for Data Literacy and Climate Change Education. In T. Moher (Chair), Becoming Reflective: Designing for Reflection on Physical Performances. Symposium conducted at the 11th International Conference of the Learning Sciences (ICLS 2014), Boulder, CO.

CONFERENCE & WORKSHOP PRESENTATIONS

November 2016	Exploring Computer-Supported Professional Development for Novice Museum and Zoo Professionals. Full paper, GROUP 2016 ACM Conference, Sanibel, FL
September 2016	Outlining the Design Goals and Challenges for Mobile Support for Exhibit Interpretation. Poster presenter, Tapia 2016 Conference, Austin, TX. *3rd place winner in Graduate Research Competition*
July 2016	Reflecting on Expertise, a Key Factor When Designing for Professional Development in Informal Science Institutions. Poster, HCII 2016, Toronto, CA
June 2015	Designing for Youth Interpreter Professional Development: A Sociotechnologically-framed Participatory Design Approach. Full paper, IDC 2015, Boston, MA
February 2014	Incorporating Second-Screen Experiences to Augment Interpretation in Informal Science Centers. Doctoral Consortium, Tapia 2014 Conference, Seattle, WA
October 2013	A Technological Approach To Support Learning In Informal Learning Centers. Poster presenter at Grace Hopper 2013, Minneapolis, MN
August 2013	A Second Screen Approach To Augment Interpretation with Dynamics Exhibits in Informal Learning Institutions. Doctoral Consortium, MobileHCI 2013, Munich, GE
May 2011	An Exploratory Study of Input Modalities for Mobile Devices Used with Museum Exhibits. Full Paper, CHI 2011, Vancouver, CA
April 2010	Studying Input Interface Design for Collaborative Interactive Museum Exhibit using Mobile Devices, Poster, WMUTE 2010, Kaohsiung, TW
September 2009	Studying Input Interface Design for Collaborative Interactive Museum Exhibit. Lightning talk. MidWIC 2009, Chicago, IL

INVITED TALKS

"The Design of a Museum Exhibit: A Mile in My Paws"
December 2016   Art and Technology Department at School of the Art Institute of Chicago. Virtual Reality class

OTHER: SCHOLARSHIPS AND WORKSHOPS

SIGCHI Student Travel Grant to present at ACM Conference on Supporting Group Work. November 2016. Full paper presenter.

Scholarship to present at ACM Richard Tapia Celebration of Diversity in Computing. September 2016. Poster presenter.

Scholarship to participate in the 2016 Academic Career Workshop for Underrepresented participants. Funded by NSF. April 2016.

Scholarship to present at ACM Richard Tapia Celebration of Diversity in Computing. February 2014. Participation in Doctoral Consortium.

Scholarship to present at Grace Hopper Conference 2013. Poster presenter.

Academic scholarship to attend Google I/O 2013. May 2013, San Francisco, CA. Sponsor: Google.

Scholarship to participate in the 2013 Academic Career Workshop for Underrepresented participants. Funded by NSF. April 2013.

Scholarship to attend ACM Richard Tapia Celebration of Diversity in Computing. February 2013.

Scholarship to attend Grace Hopper Conference 2012. Sponsor: ACM-W

Scholarship to attend International Conference on Human-Computer Interaction CHI 2012. Sponsor: ACM-W

Scholarship to attend Apple Worldwide Developers Conference WWDC 2010. June 2010, San Francisco, CA. Sponsor: Apple Inc.

UNIV 2008 - "Being, Appearing, and Communicating: Entertainment and Happiness in a Multi-Media Society." (Rome, IT, 15-23 March 2008). Article: "Vidas Paralelas: En la Red No Tengo Defectos". (Parallel Lives: Creating Perfect Personas On-line)

VOLUNTEER ACTIVITIES

Reviewer ACM SIGCHI Conferences:
- o Human Factors in Computing Systems (CHI)
- o Interaction Design and Children (IDC)
- o Human-Computer Interaction with Mobile Devices and Services (MobileHCI)

Student Volunteer:
- o HCI International Conference. HCII 2016
- o International Conference on Human-Computer Interaction with Mobile Devices and Services. MobileHCI 2013.

Women in Computer Science (WiCS) board member organization at UIC. AY 2013 – 2014
- o Outreach program.

LANGUAGES

Spanish
English