Ana Ramírez Chang

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Summary

- Experience with user-centered iterative design including contextual inquiry, heuristic evaluation, wizard of Oz studies, user studies.
- Able to figure out what technologies are necessary to complete a job and quickly learn new skills required.
- Effective presentation skills including conveying technical material.
- Experience leading and mentoring a team of undergraduate researchers.
- Experience designing speech interfaces which include feedback loops when the user's response is not what is needed.

Education

University of California at Berkeley	**University of California at Berkeley**	**Carnegie Mellon University**
PhD Candidate	Master of Science	Bachelor of Science
Computer Science,	Computer Science,	Major: Computer Science
emphasis in Human Computer Interaction	emphasis in Human Computer Interaction	Minor: Engineering Studies
To Be Conferred: December 2008	December 2005	May 2002
	GPA: 3.83 / 4.0	GPA: 3.51 / 4.0

Industry Experience

Graduate Intern, **Intel Research** – Santa Clara, CA (Fall 2007)　　　　*Mentor: Barbara Rosario*
Dynamically Composable Computing Speech Interface
- Trained a language model for use with the Nuance speech recognizer on existing transcripts of sample commands.
- Tested four standard classification algorithms to label each command with the action (display, clipboard, files) and direction (push, pull) and one tagging algorithm to tag the name of each device using the toolkit Mallet.
- Integrated open source audio libraries to pass audio directly from the microphone to the Nuance speech recognizer.

Graduate Intern,　**Fuji Xerox Palo Alto Laboratory** – Palo Alto, CA (Summer 2004)　　*Mentor: John Adcock*
Video Database 3D Gestural Interface
- Designed and implemented a gestural interface for a video database visualization tool using data gloves and 3D-Brids as input devices.

Software Engineer Intern, **Microsoft** – Redmond, WA (Summer 2001)　　　　*Mentor: Bruce Forstal*
Register Name Insensitive Assembly Difference Tool
- Designed and implemented a filter on a diff tool to allow compiler developers to filter out benign register name differences when comparing generated assembly code before and after making a change to the compiler.

Research Experience

Graduate Student Researcher, **University of California – Berkeley**, CA (Spring 2006-present)　　*Advisor: John Canny*
Natural Speech Interface for Workspace Lighting Control
- Design and deploy a speech interface for workspace lighting control in a lab with eighty individually controllable overhead lights and twenty regular occupants that allows occupants to train the system on their personalized lighting scenes and commands.
- Implement a web-based GUI to allow occupants to configure lighting scenes manually and record training data.
- Advised two undergraduate researchers who implemented the first iteration of the web-based graphical interface.

Graduate Student Researcher, **University of California – Berkeley**, CA (Spring 2003-Fall 2005)　　*Advisor: Marc Davis*
Active Capture: System Direction of Human Action
- Designed an automated photo ID photo booth using an existing code base for developing system that direct human action.
- Developed a visual language to concisely represent the timing, the requirements of user (i.e. facing the camera, smiling) and voice prompts. The visual language helped the members of the team work more effectively together.
- Lead and coordinate an interdisciplinary team of three undergraduate researchers on the project.

Skills

Programming Languages: C#, Java, C++, C, Action Script 3, Python, Matlab, ML, Scheme
Tools: IIS, Web Services, Flex Builder, Subversion, CVS, Eclipse, Visual Studio, Google Web Toolkit (some)
HCI: Contextual Inquiry, Heuristic Evaluation, Wizard-of-Oz, User Studies, User Centered Iterative Design
Public Speaking: Technical Conference Presentations to 50 people, Computer Science Lectures to 60 students

Honors

National Science Foundation Graduate Fellowship (Fall 2004 - Spring 2007)
Computing Research Association Outstanding Undergraduate Award Honorable Mention (2002)
Microsoft Minority Full Tuition Scholarship (Fall 2001)

Publications

Ana Ramírez Chang, "Illuminac: Simultaneous Naming and Configuration in Workspace Lighting Control." In Proceedings of *UbiWORK Workshop at the ACM International Conference on Ubiquitous Computing (Ubicomp)*, 2008.
Ana Ramírez Chang and Marc Davis. "Active Capture Design Case Study: SIMS Faces." In Proceedings of *Conference on Designing for User eXperience (DUX)*, 2005.
Ana Ramírez Chang and Marc Davis. "Designing Systems that Direct Human Action." In Extended Abstract Proceedings of *ACM Conference on Human Factors in Computing Systems (CHI)*, 2005.
Ana Ramírez and Marc Davis. "Active Capture and Folk Computing." In Proceedings of *IEEE International Conference on Multimedia and Expo (ICME 2004)*, 2004.
Jeffrey Heer, Nathaniel S. Good, **Ana Ramírez**, Marc Davis, and Jennifer Mankoff. "Presiding Over Accidents: System Direction of Human Action." In Proceedings of *Conference on Human Factors in Computing Systems (CHI)*, 2004.
Marc Davis, Jeffrey Heer and **Ana Ramírez**. "Active Capture: Automatic Direction for Automatic Movies (Demonstration Description)." In Proceedings of *ACM International Conference on Multimedia in Berkeley*, 2003.

Updated 3 August 2008