

# ELLE LUO

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## EDUCATION

### CORNELL UNIVERSITY

M.S. IN HUMAN FACTORS AND  
ERGONOMICS

Minor: Information Science  
Aug 2019 - Present

### UC DAVIS

B.A. IN DESIGN

Interaction Design  
June 2018

## LINKS

Github:// eluo0

LinkedIn:// elle-luo-872395130

## COURSEWORK

### GRADUATE

Statistical Methods  
Empirical Research  
Rapid Prototyping & Physical Computing  
Research Methods in Social Science  
Human Factors & Inclusive Design  
Design Thinking

### UNDERGRADUATE

Wearable Technology  
Interaction Design  
Python Programming  
Web Development  
3D Modeling  
Human-centered Design  
Game Design

## SKILLS

### PROGRAMMING

Python • R • C#  
Processing

### WEB TECHNOLOGIES

HTML • CSS • JavaScript

### PLATFORMS

Arduino • Matlab • Anaconda  
Autodesk Fashion 360 • Unity

### ART & DESIGN

Premiere Pro • After Effects  
Illustrator • Photoshop  
Figure drawing • Photography

## EXPERIENCE

### DESIGN & AUGMENTED INTELLIGENCE LAB | GRADUATE

RESEARCH ASSISTANT AT CORNELL UNIVERSITY

April 2020 - Present | Ithaca NY

#### RESEARCH PROJECTS IN NEURAL INTERFACES

- Work on research in brain-Computer Interfaces (BCIs) that involves design decisions, building functional prototypes, computer programming, and data analysis
- Design and engineer neural interfaces during fabrication process.
- Work with electroencephalogram (EEG) for human activities recognition using machine learning via Matlab during research process.
- Conduct research in teamwork and advised by senior researchers.

### HYBRID BODY LAB | RESEARCH INTERN AT CORNELL UNIVERSITY

Jan 2019 - March 2020 | Ithaca NY

#### RESEARCH PROJECTS IN WEARABLE COMPUTING & HCI

- Engineer and fabricate wearable computing interfaces by integrating skill sets in design and engineering.
- Conduct user research studies evaluating user's experience on the performance of prototypes.
- Lead research projects and help with group management.

### INTERACTIVE ORGANISMS LAB | UNDERGRADUATE RESEARCHER

ASSISTANT AT UC DAVIS

Jan - Dec 2018 | Davis CA

#### RESEARCH PROJECTS IN VR & WEARABLE COMPUTING

- Design color, scent, and sound based human-machine interaction.
- Developed my first project in VR using Unity, programmed in C#.

## PUBLICATIONS

Eslucent: An Eyelid Interface for Detecting Eye Blinking

Elle Luo, Ruixuan Fu, Alicia Chu, Katia Vega, Cindy Hsin-Liu Kao

ACM International Symposium on Wearable Computers (ISWC) 2020

Understanding Social Perceptions Towards Interacting with On-Skin  
Interfaces in Public

BEST PAPER HONORABLE MENTION AWARD

Chuang-Wen You, Ya-Fang Li, Elle Luo, Hung-Yeh Lin, Cindy Hsin-Liu Kao

ACM International Symposium on Wearable Computers (ISWC) 2019

Scentery: A Calming Multisensory Environment by Mixing Virtual Reality,  
Sound, and Scent

Elle Luo, Katia Vega

ACM International Conference on Human-Computer Interaction with  
Mobile Devices and Services (MobileHCI) 2018

## INTEREST

Artificial Intelligence  
Problem solving  
Technology • Data science  
Design • Reading • Traveling

## LANGUAGES

English • Chinese

## HONOUR & AWARD

2019 Best Paper Honourable Mention Award  
ACM International Symposium on Wearable Computers

## CONFERENCE PRESENTATION

2020 Present at ACM International Symposium on Wearable Computers  
2018 Present at ACM International Conference on Human-Computer  
Interaction with Mobile Devices and Services

## EXHIBITIONS

Diversity at UC Davis, Maker Faire '18, | San Mateo, CA

Undergraduate Research Conference at UC Davis'18 | Davis, CA

Cliteracy, Manetti Shrem Museum of Art | Davis, CA