WORKSESSION AND CAREER PANEL

26+28 NOV 2018

ERIC PAULOS

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UNIVERSITY OF CALIFORNIA Berkeley

IMPORTANT DATES

28 Nov (WED) – PR material Due

2 Dec (SUN) – Poster Due

4 Dec (TUE) – Video Due

4 Dec (TUE) – In Class Presentations

5 Dec (WED) – Public Showcase and Demos

7 Dec (FRI) – Final Reports Due

TUE 4 DEC ▪ 6 MINUTE PRESENTATION

Session 1 ▪ 10am–12pm in 310 Jacobs

Even Teams 2–38

AND

Team 27 (you will find a place holder for your slides after Team 38)

Session 2 ▪ 2pm–4pm in 310 Jacobs:

**** NOTE THIS HAS BEEN CHANGED FROM 3–5PM ****

**** PLEASE LET US KNOW ASAP IF THIS IS A PROBLEM ****

Odd Teams (except Team 27)

WED 5 DEC ▪ PUBLIC POSTER AND DEMO SHOWCASE

Session 01: 10am–11:30pm in 310 Jacobs

9:45–11:45am for setup and breakdown

Teams 1–21 (except Team 6)

Session 02: 12pm–1:30pm in 310 Jacobs

11:45–1:45am for setup and breakdown
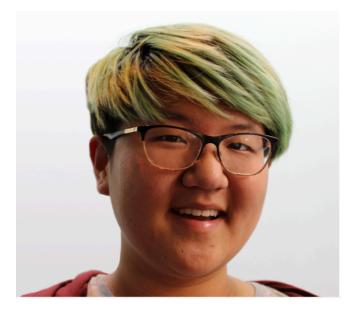
Teams 22–39

AND

Team 6

CAREERS IN DESIGN AND HCI PANEL

Elizabeth Lin

Elizabeth Lin is a Product Designer at Khan Academy creating experiences for students and teachers in the classroom. Recently, she has worked on the exercise experience and teacher dashboard. She also leads visual style initiatives including defining color palettes and iconography. This fall, she attended the School for Poetic Computation in New York City, a 10-week program about critical theory, art, hardware, and code. During her time at SFPC, she explored generative and computational forms of art in relation to fashion and beauty. She continues to play with these concepts in her side projects.

Jingyi Li

Jingyi is a 2nd year PhD student in computer science at Stanford (but go bears!). They do research in creativity support tools and are co-advised by Sean Follmer and Maneesh Agrawala. Past projects have included using clay and stickers to make 3D modeling more accessible, creating drawings with CNC machines, and working with people with visual impairments to design web layouts. They proudly GSI'd CS160 from Fall 15 - Spring 16!

Diane Wang

Diane Wang is a Lead UX Designer at Google's Daydream Labs, leading rapid prototyping efforts for AR/VR. She is passionate about designing across emerging mediums to create seamless, thoughtful, and desirable experiences. Previously, she was a UX Designer at Nest Labs, where she worked on experiences for the thoughtful home. Her work has received product design awards such as the iF Design Award, Red Dot Design Award, and D&AD Award. Diane has a Bachelor's degree in Computer Science from the University of California, Berkeley. She was previously a TA and student for CS160!

Eric Xiao

Eric Xiao is a product manager and a past GSI for CS 160. He has led two core products through an acquisition - first at STRATIM (part of KAR), and second at TubeMogul (part of Adobe). One of his goals this year is to start a band. He can be reached at exiao@berkeley.edu.