

Ian Arawjo

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RESEARCH INTERESTS Human-computer interaction; speech interfaces; educational technology and games; pen-based interfaces; game theoretic analysis of asynchronous communication

EDUCATION **Cornell University, Ithaca, NY** August 2015 – Present
Ph.D. in Information Science
Advisor: François Guimbretière

Concordia University, Montreal, QC September 2010 – 2014
Bachelor of Computer Science, with Distinction
Dual major in Computer Science and Computation Art
International Student

COMPUTER SKILLS *Main languages:* Javascript ES6, Node JS, Python, Objective-C, C++
Software: Photoshop, Xcode, Audacity, Unity (C#)

EXPERIENCE *Cornell University – Ithaca, NY* June 2016 – Present
Graduate Researcher and Lead Designer

Designed and programmed prototype of educational game to teach JS programming by gamifying its operational semantics. Advised by François Guimbretière, Erik Andersen, and Andrew Myers.

- Coded from scratch in Javascript ES6 (Babel) with Python, MySQL backend
- Conducted in-lab evaluation of design with quant. and qual. methods
- Deployed our prototype on an online message board. Post reached top of front page and reached 3000 players in under 24 hours
- *Submitted full paper as lead author to CHI 2017.*

Cornell University – Ithaca, NY September 2015 – May 2016
Graduate Researcher

Designed interface to edit speech through text while respected temporal metadata (gesture on a document). Advised by François Guimbretière.

- Coded in Javascript with Node JS backend and IBM Watson API.
- Integrated into existing modular JS app, *RichReview*, alongside D. Yoon.
- Conducted several evaluations of design with quant. and qual. methods
- **Full paper accepted to CSCW 2017.**

NT2 Lab – Montreal, QC March 2012 – May 2015
Research Assistant, Lead Programmer and Co-Designer

Locative media app for the Montreal Botanical Garden (bilingual)

- Programmed and designed app from ground up in iOS (Obj-C).
- Conducted public playtests and iterated design. Successfully demoed project to garden administration.
- **Launched and installed the app in the garden, May 2015.**
- This project secured a \$390,000 SSHRC Insight Grant for my supervisor, Dr. Jill Didur, for five years.

AmpLab – Montreal, QC September 2013 – February 2014
Research Assistant, Lead Programmer and Co-Designer

Designed close-listening poetry game featuring content from SpokenWeb archive

- Programmed in iOS 8 (Obj-C++) with SpriteKit framework and FMOD API
- Nominated in Student Game Design Competition, CHI PLAY 2014

Topological Media Lab – Montreal, QC September 2013 – December 2013
Independent Study

Thesis “Toward Programming on Paper,” supervised by Dr. Sha Xin Wei

- Conducted and transcribed interviews with members of the TML.
- Wrote face traversal algorithm for planar graphs in Python and NetworkX.

TAG Lab – Montreal, QC June 2012 – February 2014
Research Assistant

Jarbles iOS sound reconstruction game, LudicVoice project

- Developed 3D rigid body physics engine in Obj-C with OpenGL.
- Presented poster at GRAND 2013 Conference in Toronto.
- Launched game on App Store.

Kale in Dinoland – Montreal, QC Summer 2011 – March 2012
Creator and Developer

iOS game, personal project

- **Featured by Apple in New and Noteworthy**, last week of February 2012
- Press coverage on TouchArcade, IGN, SlideToPlay, Indiegames.com, and PocketGamer, among others

FULL PAPERS **I. Arawjo**, C.Y. Wang, A. Myers, E. Andersen, and F. Guimbretière. Teaching Programming with Gamified Semantics. **Conditionally accepted to CHI 2017.**

I. Arawjo, D. Yoon, and F. Guimbretière. TypeTalker: Simplified and Anonymized Multi-Modal Comment System Using Speech Recognition and Synthesis. To appear in *Proceedings of the 20th ACM conference on Computer-supported cooperative work (CSCW)*. ACM, 2017.

TEACHING INFO 4320 Rapid Prototyping (sole TA) Spring '16
INFO 1300 Intro to Web Programming (graduate TA) Fall '15, '16

VOLUNTEER-SHIP

- Volunteer teacher for weekly computer science workshop at Beverly J. Martin Elementary, Ithaca City School District (Fall 2016)
- Information Science Graduate Student Association, *Colloquium Assistant*

GRANTS AND AWARDS NSF Graduate Research Fellowship *Honorable Mention* April 2016
GRAND NCE Conference Travel Subsidy May 2013
Ruth Louise Vaughan Memorial Scholarship March 2012

AFFILIATIONS Cornell Information Science, Information Science Graduate Student Association, Montreal Botanical Garden, TAG Lab, Topological Media Lab, NT2 Lab, AmpLab, mLab, OBX labs