

# Chloe Fan

Human-Computer Interaction Institute  
Carnegie Mellon University  
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## Education

**Ph.D., Human Computer Interaction (1<sup>st</sup> year)** **2009 - present**  
Carnegie Mellon University  
Advisor: Jodi Forlizzi

**B.A., Media Arts & Sciences, Psychology** **2005 - 2009**  
Wellesley College  
Advisor: Panagiotis Metaxas  
Thesis committee: Panagiotis Metaxas, Orit Shaer, David Olsen  
GPA 3.59/4.0, Departmental Honors, *cum laude*, Sigma Xi

## Research Interests

Designing motivational probes to engage people in public spaces, increase their awareness of their automatic behaviors, and encourage exploration of different types of motion or aesthetic qualities of public spaces. Using tangible user interfaces to enhance sensemaking and explore motion qualities. Improving Human-Robot Interaction and social interfaces through visual, haptic, motion, and auditory feedback.

## Research Experience

**G-nome Surfer: a Table-Top Interface for Collaborative Exploration of Genomic Data, Wellesley College. Summer 2009** (submitted to CHI '10)  
*Advisor: Orit Shaer, Collaborators: Catherine Grevet, Megan Strait, Sarah Elfenbein*  
Designed and implemented in C# G-nome Surfer, a genome browser prototype for the Microsoft Surface, by determining biology researchers' workflow combined with novel interaction and collaboration techniques afforded by the Surface.

**WiiPaint: Full-body interaction in a collaborative art application, Undergraduate Thesis, Wellesley College. Summer 2008 - Spring 2009** (submitted to TEI '10)  
*Advisors: Panagiotis Metaxas, Orit Shaer, David Olsen*  
Explored ways in which full-body interaction can be encouraged in a collaborative art application located in a public space such as a museum. WiiPaint sets the context for interaction and experiments with affordance and mapping of Wii Remotes to the interface.

**Investigating MMORPG Networks, Computer Networks, Wellesley College. Fall 2007.**  
*Advisor: Daniel Bilar*  
Conducted traffic analysis on Massively Multiplayer Online Role-Playing Games by parsing over 10,000 packet traces from MapleStory and Flyff using WireShark and Emacs.

### **Color Associations in Video Game Environments, Virginia Tech. Summer 2007**

*Advisor: Steve Harrison*

Collaborated on an interactive art project with Virginia Tech faculty and graduate students by researching different emotions and common associations of single colors and color pairs.

## **Scientific Community Involvement**

### **Reviewer**

TEI '10

### **Fourth International Conference on Tangible and Embedded Interaction (TEI '10)**

Student Volunteer Co-Chair

## **Teaching Experience**

### **Teaching Assistant, Wellesley College. Spring 2009**

Introduction to Human-Computer Interaction.

### **Tutor, Computer Science, Wellesley College. Fall 2006 - Spring 2009**

Introduction to Java Programming, Data Structures, Multimedia Design & Programming.

## **Skills**

### **Languages**

HTML, CSS, JavaScript, ActionScript 3.0, Processing, Lingo (Director), Java, C++, C#, XAML

### **Software**

Adobe Creative Suite, Adobe Director, Autodesk Maya

### **Foreign languages**

Chinese (Mandarin, conversational), Shanghai Dialect (conversational), French (intermediate)