




Sen H. Hirano

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EDUCATION

Doctor of Philosophy, Information and Computer Sciences

2016 – University of California, Irvine

Concentration in Informatics

National Science Foundation Graduate Research Fellowship Awardee

Dissertation: *Designing and Evaluating Novel Interactive Technologies*

Using Gas Sensors to Support Novice Cooks

Master of Science, Information and Computer Sciences

2011 – University of California, Irvine

Thesis: *Estrellita: A Tool to Support the Care of Premature Infants at Home.*

Bachelor of Science, Informatics

2009 – University of California, Irvine

RELEVANT EXPERIENCE

Graduate Student Researcher, University of California, Irvine

2009 to 2016 – Irvine, CA

Used qualitative and quantitative methods to design, build, and study multiple hardware and software systems in the fields of ubiquitous computing and computer supported cooperative work. Led teams of interdisciplinary students. For example, I led teams of undergraduate students to explore methods for classifying cooking events and improving cooking outcomes for novices. I found that I could visualize smells that are produced during cooking, which enabled participants to act on critical moments that may have been otherwise imperceptible to them.

Lecturer, University of California, Irvine

2015 – Irvine, CA

Taught ICS 32 / CSE 42: Programming with Software Libraries, which is a mid-level python course. I taught all the lectures and created the exams.

Research Intern, Microsoft Research

Summer 2013 – Redmond, WA

Worked in the Visualization and Interaction Research Group with Mary Czerwinski, where I designed, built, and studied a desktop application written in C# that uses machine learning to analyze user activity and classifies stress and productivity levels, which helped empower users.

Research Intern, IBM T.J. Watson Research Center

Summer 2012 – Hawthorne, NY

Worked in the Social Computing Research Group with Wendy Kellogg, where I designed, built, and studied an Android application to track and encourage physical activity, while discouraging extended periods of inactivity.

Student Programmer, University of California, Irvine

Fall 2009 to Spring 2010 – Irvine, CA

Created internal and external Perl websites for students to input financial aid data. Improved usability of existing websites and optimized database queries.

IT Intern, 7 Studios (game development studio)

Summers 2007 and 2008 – Culver City, CA

Led team of interns to design and develop internal and external websites.

RESEARCH

Ethnographic methods
Participatory Design
Deployment Studies
Usability Testing
HCI Lab Studies
Diary Studies
Technology Probes
Video Retrospective
Sensor Experiments

PROGRAMMING

Java (incl. Android)
Python
C#
Perl
PHP
Databases
HTML, CSS, JS

PROTOTYPING

Wood and metal
Microcontrollers
3D modelling
3D printing
Circuits

HOBBIES

Fountain Pen Repair
Blacksmithing
Photography
Archery