




# Sen H. Hirano

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 senhirano.com

## 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

### User Experience Principal, Colytx, Inc

2017 to present – Palo Alto, CA

Used qualitative and quantitative methods to inform the design of a platform to proactively and reactively support a the community college ecosystem of stakeholders with tools and services such as a cross-platform mobile app that is used on a regular basis to promote active learning and engagement for instructors and students; creating machine learning models to predict student outcomes; and building back-end services used concurrently by schools all over the country.

### 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 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.

## RESEARCH

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

## PROGRAMMING

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

## PROTOTYPING

Wood and metal  
Microcontrollers  
3D modelling  
3D printing  
Circuits

## HOBBIES

Fountain Pen Repair  
Blacksmithing  
Photography  
Archery