

Pablo E. Paredes

Instructor (Faculty-Level Research)
Radiology & Psychiatry Departments
Member, Precision Health and Integrated Diagnostics Center
Member, Center for Population Health Sciences
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EDUCATION AND TRAINING

02/16-01/18	Stanford University <i>Postdoctoral Fellow</i> Computer Science - Human-Computer Interaction (Advisor: James Landay) Mechanical Engineering - Center for Design Research (Advisor: Wendy Ju)	Stanford, CA
08/10-12/15	University of California – Berkeley <i>Ph.D., Computer Science</i> Thesis: Pervasive Wellbeing Technology (Advisor: John Canny) Major: Human-Computer Interaction. Minors: Machine Learning and Social Psychology	Berkeley, CA
08/03	Georgia Institute of Technology <i>Master of Science in Electrical and Computer Engineering (MSc)</i>	Atlanta, GA
05/04	<i>Master of Business Administration (MBA)</i>	
04/01	Universidad Politécnica Salesiana – Summa Cum Laude Electronics Engineer (Rank: 1st. in class & best thesis award) Thesis: Reconocimiento Invariante de Patrones Ópticos con Redes Neuronales Artificiales	Cuenca, Ecuador
07/92	Instituto Técnico Superior Salesiano – Valedictorian Electronics and Electro-Mechanics Specialization	Cuenca, Ecuador

HONORS & AWARDS

Stanford Engineering Catalyst for Change second place, 2017
CHI 2017 – Excellent Reviewer Badge
Berkeley Institute Data Science fellowship winner, 2015
Qualcomm Innovation Fellowship Finalist (Stress Technology), 2011
Best Project Award, HCI Fall 2010 class, UC Berkeley, 2010
Academic Excellence Award, UC Berkeley, 2010
MBA Minority Outstanding Student Awards, Georgia Institute of Technology, 2004
MSc Minority Outstanding Student Awards, Georgia Institute of Technology, 2003
Fulbright Scholarship, 2001
Universidad Politécnica Salesiana: Best Thesis Award 2000

RESEARCH EXPERIENCE

02/16-01/18	Stanford University <i>Post-Doctoral Researcher</i> – Human-Computer Interaction Wellbeing intervention technology for work-life balance & autonomous vehicle commute.	Stanford, CA
01/15-12/16	University of California - Berkeley <i>Research Team Lead</i> – Berkeley Institute of Data Science Inquire project – Use semantic NLP for wellbeing qualitative research & conversational agents.	Berkeley, CA
01/15-02/16	<i>Graduate Student Researcher</i> – Social Apps Lab (Advisor: Greg Niemeyer) Urban.IO project - Internet of Things (IoT) wellbeing urban light solutions.	
09/10-12/15	<i>Graduate Student Researcher</i> Developed wellbeing, behavior change and mental health technology.	

05/13-10/14	Microsoft Research <i>Research Intern and Contractor - VIBE Group (Manager: Mary Czerwinski)</i> Stress management micro-intervention recommendation system. Stress detection with PC peripherals.	Redmond, WA
05/12-08/12	Google Inc. <i>User Experience Research Intern - Cyber Security Group (Manager: Sunny Consolvo)</i> Conceptualized and designed usable security tools for two-step verification.	Mountain View, CA
08/03-05/04	Georgia Institute of Technology (Georgia Tech) <i>Graduate Research Assistant</i> Defined the IT governance program for the Office of Information Technology Defined the user's satisfaction strategy for Georgia Tech's web portal.	Atlanta, GA
10/99-01/01	Universidad Politécnica Salesiana <i>Principal Investigator and Founder – Digital Signal Processing (DSP) Lab</i> Raised funds and recruited 7 students to research topics on applied DSP and AI.	Cuenca, Ecuador

TEACHING EXPERIENCE

03/15-06/15	Stanford University – d.School <i>Co-Instructor</i> d.Compress – Designing Calm: designing calming and work-life balance technology.	Stanford, CA
08/14-12/14	University of California - Berkeley <i>Graduate Student Instructor</i> INFO290 <i>Sensors, Humans, Data, Apps: wearables, biosensors, and machine learning.</i> ARCH294 <i>Sensing Cityscapes: Arduino 3D printing, field deployment in San Leandro, CA.</i>	Berkeley, CA
08/12-12/12	<i>Graduate Student Instructor</i> CS160 – <i>Introduction to Human-Computer Interaction</i>	
09/11-05/12	<i>Lecturer & Creator</i> CS194 <i>Gaming and Narrative Technologies for Health: gaming and narrative tech for health.</i> CS194 <i>Technologies for Behavior Change: design tech for behavior change in health.</i>	
10/99-01/01	Universidad Politécnica Salesiana <i>Lecturer</i> Artificial Neural Networks, Digital Signal Processing, Electronics and Numerical Methods.	Cuenca, Ecuador
08/07-05/08	Universidad San Francisco de Quito (USFQ) <i>Lecturer and Course Creator</i> Artificial Neural Networks.	Quito, Ecuador
05/02-08/03	Georgia Institute of Technology (Georgia Tech) <i>Graduate Teaching Assistant</i> ECE2026 <i>Introduction to Digital Signal Processing: Led a lab section.</i> ECE6110 <i>CAD for Computer Networks: Assisted, supervised and graded student reports.</i>	Atlanta, GA

WORK EXPERIENCE

Entrepreneurial

12/16-6/17	Rethink Medical <i>Advisor</i> Data Science featurization and exploration strategy for medical-grade wearable sensors.	San Francisco, CA
12/16-6/17	Psyched by MG <i>Advisor</i> Conceptualization and technical specs for a therapeutic chatbot for couple's therapies.	Palo Alto, CA
01/00-10/10	Consulmatrix <i>Founding Partner and Associate Consultant</i> Telecom and web technology strategy in mobile, broadband and Internet value added services.	Cuenca, Ecuador

CPtronics **Cuenca, Ecuador**
10/97-10/00 *Co-founder & Chief Executive Officer (CEO)*
Bootstrapped company using all my personal assets and co-founder equivalent investment.
10x YoY growth (2 to 12 employees) in 3 years amidst worst economic recession in Ecuador.

Arkana Musical Band **Cuenca, Ecuador**
10/94-10/97 *Composer, Keyboard and Bass player*
Recorded and toured "Rock Nativo" CD together with other three leading local Latin rock bands.

Industry

Intel **Sao Paulo, Brazil**
08/08-09/10 *Latin American Market Development Manager (Regional Director Level)*
Drove Intel's vision on wireless broadband in Latin America with aggregated investments of above \$500M. Developed an ecosystem of original equipment/device manufacturers (OEM/ODMs), central and local governments, regulatory agencies, media content providers and service providers across the region.

Telefónica **Quito, Ecuador**
02/06-08/08 *Data Solutions Division Head and Lead Product Manager*
Responsible for a \$15M budget (300% YoY growth) and a team of 4 product managers. Created the Data Solutions Division. Restructured Operations & Sales and launched Presales teams to manage an ecosystem of governments, OEM/ODMs, software/hardware integrators, internet service providers (ISPs), and regulators.

Avaya (Lucent Spin-off) **Basking Ridge, NJ & Miami, FL**
04/05-12/05 *MBA Leadership Rotational Manager: Latin American Services Offer Manager | IT Global Manager*
Led a group of 10 service offer managers who designed, developed and launched new services for small, medium and large businesses across the region, both through direct and indirect channels.

Gesellschaft für Technische Zusammenarbeit (GTZ) **Cuenca, Ecuador**
10/95-01/98 *Technical Editor and Translator (English to Spanish)*
Translated and edited Electronics Engineering books from the GTZ electronics collection.

GRANTS

Completed

- 2016 Wellbeing Technology Interventions + Azure Grant, Microsoft Research Gift. \$35,000
- 2016 Urban Interactive Lights for Pedestrian Wellbeing, Our Town - National Endowment for the Arts (NEA), **Co-Principal Investigator**. \$50,000
- 2000-2001 Laboratorio de Procesamiento de Señales, Special Funding - UPS, **Principal Investigator**. \$25,000

Active

- 2018 Burnout Technology, Internal Funding, School of Medicine, Stanford University. \$20,000
- 2017 Precision Mental States, Catalyst for Collaborative Solution, Stanford University. \$450,000 (\$90,000)
- 2017 Therapeutic Commute Technology, Renault/Nissan Research Gift, **Co-Principal Investigator**. \$175,000
- 2016 Human Behaviors and Interactions for In-Car Experiences, Toyota Research. \$300,000 (\$90,000)
- 2016 Urban Interactive Lights for Pedestrian Wellbeing, Our Town - National Endowment for the Arts (NEA), **Co-Principal Investigator**. \$50,000

Pending

- 2018 In-car Immersive Interventions for Wellbeing, Honda Research, **Co-Principal Investigator**. ~\$200,000
- 2018 In-car Wellbeing Interventions, Faurecia Research, **Co-Principal Investigator**. ~\$200,000

PUBLICATIONS

Journal Articles

1. **Paredes, P., Zhou, Y., Hamdan, N., Balters, S., Murnane, E., Ju, W., and Landay, J.**, Just Breath - Just Breathe: In-Car Interventions for Guided Slow Breathing, *Journal of Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*. 2018. (in press).

2. **Paredes, P., Hamdan, N., Cai, C., Clark, D., Ju, W., and Landay, J.,** Evaluating In-Car Movements in the Design of Mindful Commute Interventions: Exploratory Study, *Journal of Medical Internet Research (JMIR)*. 2017. <http://dx.doi.org/10.2196/jmir.6983>

Top Conference Proceedings - Peer Reviewed Full Papers

3. **Paredes, P., Ordoñez, F., Ju, W., Landay, J.,** Fast And Furious – Detecting Stress with a Car Steering Wheel, *ACM Conference on Human Factors in Computing Systems (CHI 2018)*, Montreal, Canada, 2018. (in press) **Peer reviewed, Full Article. Average acceptance rate: 25.8%**
4. **Paredes, P., Rufino Ferreira, A., Schillaci, C., Yoo, G., Karashchuk, P., Xing, D., Cheshire, C., Canny, J.,** Inquire: Large-Scale Early Insight Discovery for Qualitative Research. *ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2017)*, Portland, Oregon, 2017. <https://doi.org/10.1145/2998181.2998363>
Peer reviewed, Full Article. Acceptance rate: 34%.
5. **Paredes, P., Ko, R., Calle, E., Canny, J., Hartmann, B., Niemeyer, G.,** Fiat Lux: Interactive Urban Lights for Combining Positive Emotion and Efficiency, *ACM Conference on Design of Interactive Systems (DIS 2016)*, Brisbane, Australia, 2016. <https://doi.org/10.1145/2901790.2901832>
Peer reviewed, Full Article. Acceptance rate: 26%
6. **Paredes, P., Gilad-Bachrach, R., Roseway, A., Rowan, K., Czerwinski, M.,** PopTherapy: Coping with Stress through Pop Culture. *8th EAI International Conference on Pervasive , Computing for Healthcare (PervasiveHealth 2014)*, Oldenburg, Germany, 2014. <https://doi.org/10.4108/icst.pervasivehealth.2014.255070>
Peer reviewed, Full Article. Acceptance rate: 30%
7. **Hernandez, J., Paredes, P., Roseway, A., Czerwinski, M.,** Under Pressure: Sensing Stress of Computer Users. *ACM Conference on Human Factors in Computing Systems (CHI 2014)*, Toronto, Canada, 2014. <https://doi.org/10.1145/2556288.2557165>
Peer reviewed, Full Article. Acceptance rate: 23%
8. **Sun, D., Paredes, P., Canny, J.,** MouStress: Detecting Stress with Mouse Motion. *ACM Conference on Human Factors in Computing Systems (CHI 2014)*, Toronto, Canada, 2014. <https://doi.org/10.1145/2556288.2557243>
Peer reviewed, Full Article. Acceptance rate: 23%

Other Conferences

9. **Paredes, P., Ko, R., Babler, L., Aghaseyedjavadi, A., Chuang, J., Canny, J.,** Synestouch: Haptic + Audio Affective Design for Wearable Devices, *6th International Conference on Affective Computing and Intelligent Interfaces (ACII 2015)*, Xi'an, China, 2015. <https://doi.org/10.1109/ACII.2015.7344630>
Peer reviewed, Full Article. Acceptance rate: 55%

MANUSCRIPTS IN PREPARATION

Editorial Review

1. **Paredes, P., Balters, S., Qian, K., Ordoñez, F., Ju, W., and Landay, J.,** Driving with the Fishes: Mindful Virtual Reality for Commuters. *ACM Conference on Design of Interactive Systems*, Hong Kong, 2018. (in review) **Peer reviewed, Full Article. Average acceptance rate: 26%**
2. **Balters, S., Murnana, E., Landay, J., Paredes, P.,** Energy Boost: Exploring Fast-paced Breathing Interventions to Enhance Driver Vigilance in the Car, *12th EAI International Conference on Pervasive Computing for Healthcare (PervasiveHealth)*, New York, USA, 2018. (internal review) **Peer reviewed, Full Article. Average acceptance rate: 26%**

Internal Review

3. **Paredes, P., Hernandez, J., Chan, M., Hartmann, B., Canny, J.,** UnDosTress – Design of Daily Stress Mitigation Micro-Interventions. *Transactions on Computer Human Interaction Journal*. 2018 (internal review).
4. **Paredes, P., Lutchyn, Y., Gilad-Bachrach, R., Czerwinski, M.** Stress Management Micro Intervention Design - *Journal of Medical Internet Research*. (internal review)
5. **Paredes, P., Nambikrishnan, V., Wu, S., Murnane, E., Landay, J.,** Pop Bots – Envisioning Stress Management Conversational Agents, *Journal of Medical Internet Research*. 2018. (internal review)

6. **Paredes, P., Jiang, B., Odek, P., Jin, J., Landay, J., Canny, J.** eQual – Uncovering Word Embedding Biases in Qualitative Social Media Research. *Journal of Interactive, Mobile, Wearable and Ubiquitous Technologies*. 2018. (internal review)
7. **Balters, S., Paredes, P., Ju, W., Steinert, M., Mayday, Mayday, Mayday:** Measuring stress in critical incident training using salivary cortisol, heart rate (variability), and self-reports, *Journal of Design Engineering*, 2018. (internal review)

Filed Patents

8. **Gilad-Bachrach, R., Paredes, P., Czerwinski, M., Johns, P., Kapoor, A., Pina, L., Roseway, A., Rowan, K.,** Providing Interventions by Leveraging Popular Computer Resources, Microsoft Corporation, Nov. 2013. (submitted).
US 201550140527 A1
9. **Hernandez, J., Roseway, A., Czerwinski, M., Paredes, P., Choi, D.,** User Stress Detection and Mitigation. Microsoft Corporation, April 2014. (submitted).
US 20150297140 A1

REFEREED PUBLICATIONS

Demo Papers

1. **Paredes, P., Oikonomou, V., Guerrero, R., Yang, T., Karashchuk, P., Jiang, B., Landay, J., Cheshire, C., Canny, J.** INQUIRE Tool: Early Insight Discovery for Qualitative Research. *ACM Conference on Computer-Supported Cooperative Work and Social Computing*, Portland, OR, 2017.
<https://doi.org/10.1145/3022198.3023272>

Workshop Papers

2. **Paredes, P., Dowling, P., Oikonomou, V., Jiang, B., Cheshire, C., Canny, J., Landay, L.** Qualitative Exploration & Early-discovery of Prior Knowledge for Causal Inference. Workshop on Observational Studies through Social Media (OSSM17). *11th International AAAI Conference on Web and Social Media (ICWSM17)*, Montreal, 2017.
3. **Paredes, P., Tewari, A., and Canny, J.** Design Principles for the Conceptualization of Games for Health Behavior Change. Gamification Workshop - *ACM Conference on Human Factors in Computing Systems (CHI 2013)*, Paris, 2013.
4. **Paredes, P., Sun, D., and Canny, J.** Sensor-less Sensing for Affective Computing and Stress Management Technology. Affective Sensing Workshop - *7th IEEE International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth)*, Oldenburgh, Germany, 2013.
<https://doi.org/10.4108/icst.pervasivehealth.2013.252380>

Short Papers

5. **Paredes, P., Chan, M.,** CalmMeNow - An Exploratory Study and Design of Stress Mitigating Mobile Interventions. In *Extended Abstracts of CHI 2011: ACM Conference on Human Factors in Computing Systems (CHI 2011)*, Vancouver, Canada, May 2011.
<http://doi.org/10.1145/1979742.1979831>.
6. **Paredes, P., Ju, W., Landay, J.** The Mindful Commute. Poster in *1st Computing and Mental Health Symposium - ACM Conference on Human Factors in Computing Systems (CHI 2016)*, San Jose, CA, 2016.
7. **Paredes, P., Tewari, A.,** Deus-Ex, Interactive Machinima Movies for Cognitive Behavioral Therapy. Poster in *13th International Conference on Intelligent and Virtual Agents (IVA 2013)*, Edinburgh, UK, 2013.
8. **Paredes, P., Schueller, S.,** Deus-Ex, Machinima for Behavior Change. Poster in *Association for Behavioral and Cognitive Therapies*, National Harbor, MD, 2012.
9. **Paredes, P., Schueller, S., Canny, J.,** Get Movie-ing – Machinima for Behavior Change. Poster in *Workshop on Interactive Systems in Health Care (WISH 2011)*, Washington DC, 2011.

UNREFEREED PUBLICATIONS

1. **Paredes, P., Ju, W., Landay, J.** Pervasive Wellbeing Technology. Poster in *Computing & Mental Health Symposium - ACM Conference on Human Factors in Computing Systems (CHI 2017)*, Denver, CO, 2017.

2. Paredes, P., Ju, W., Landay, J. Pervasive Wellbeing Technology and Design. Poster in *Human-Computer Interaction Consortium Workshop*, Pajaro Dunes, CA, 2017.
3. Paredes, P., Ju, W., Landay, J. The Mindful Commute. Poster in *AAAI Spring Symposium on Wellbeing AI: From Machine Learning to Subjectivity Oriented Computing*. Stanford, CA. 2017.
4. Paredes, P., Ju, W., Landay, J. The Mindful Commute – Cars as Intervention Machines. Poster in *Human-Computer Interaction Consortium Workshop*, Pajaro Dunes, CA, 2016.
5. Paredes, P. Pervasive Wellbeing Technology. University of California – Berkeley. Berkeley, CA, 2015. **Thesis**
6. Paredes, P. & Kavadias, S. IASEB: Evaluating New IT Services. The Business School at Georgia Tech. Atlanta, Georgia, 2005. **Case Study**
7. Paredes, P. Reconocimiento Invariante de Patrones Ópticos con Redes Neuronales Artificiales. Universidad Politécnica Salesiana. Cuenca, Ecuador, 2000. **Thesis**

INVITED TALKS

- 2018 *Pervasive Wellbeing Technology – Everyday Stress Management Sensors and Interventions. Precision Health and Integrated Diagnostics Seminar Series.* Stanford University. Palo Alto, CA
Pervasive Wellbeing Technology – Humanistic Commute Interventions. Automotive Innovation Lab Webinar Series. Stanford University. Palo Alto, CA
- 2017 *Tecnología y Diseño para el Bienestar Generalizado. Keynote*
1er Simposio de Interacción Humana con la Inteligencia Artificial, la Realidad Virtual y el Medio Ambiente. Engineering + Psychology. Universidad de Cuenca, Ecuador
El Futuro de la Psiquiatría Digital. Keynote
6to Congreso Internacional de Adicciones. Centro de Reposo y Adicciones (CRA), Cuenca, Ecuador
Affective Wearable Interventions. eWEAR Symposium. Chemical Engineering. Stanford University
Pervasive Wellbeing Technology & Design. PanLab: Precision Psychiatry & Translational Neuroscience. Medicine/Psychiatry. Stanford University
Pervasive Wellbeing Technology – Towards Preventing Mental Disorders. Postdoc Retreat - Chemistry, Engineering & Medicine for Human Health. Stanford University
Pervasive Wellbeing Technology Ideation. Human-Computer Interaction Lunch. Computer Science. Stanford University
- 2016 *Pervasive Wellbeing Technology: Leveraging AI and HCI to Prevent Mental-Health Disorders. Global Depression Prevention Consortium.* Stanford University
The Mindful Commute: Wellbeing Technology Interventions for Commuters. Biometrics and Virtual Reality Lab. Information School. UC Berkeley
Pervasive Wellbeing Technology. Mind & Body Lab. Psychology. Stanford University
- 2015 *Pervasive Wellbeing Technology – Interventions and Privacy. Data and Policy Workshop.* Berkeley Institute of Data Science. UC Berkeley
Pervasive Wellbeing Technology. Sensors, Humans, Data, Apps Class. Information School. UC Berkeley
- 2014 *Mobile Personalized Mental Health Interventions.* Sensors, Humans, Data, Apps Class. Information School. UC Berkeley
Stress Management and Human Potential Technology for the Masses. Internet World Health Research Center. Medicine/Psychiatry. UCSF, San Francisco, CA
Stress Management and Human Potential Technology for the Masses. Behavior Measurement and Change Seminar. College of Engineering. UC Berkeley

- 2013 *Stress Management Technology*.
Center for Behavioral Interventions Technology. Medicine. Northwestern University, Chicago, IL
- Stress Management and Human Potential Technology*.
Berkeley Institute of Design. College of Engineering. UC Berkeley
- Mobile Stress Management Recommendation System*.
MSR Intern Series. Microsoft Research. Redmond, WA
- 2012 *Tecnología para Salud Mental y Adicciones*.
4^{to} Congreso Latinoamericano de Adicciones – Centro de Reposo y Adicciones (CRA), Cuenca, Ecuador
- Calming Tech – Explorations on Interactive Technology Design for Stress and Emotional*.
Microsoft Research Talks - Microsoft Research, Redmond, WA
- 2011 *Machinima for Mental Health*.
Global Technology Leaders Conference, Mountain View, CA
- 2006-2010 Various topics: *Convergent networks; Machine to Machine; Wireless Broadband*.
Various Business Conferences in Ecuador and Latin America

MENTORSHIP

Postdoctoral Supervision

Stephanie Balters

Graduate Student Supervision

Visiting: Linda Bäbler, Stephanie Balters, Eduardo Calle-Ortiz, Carrie Cai, Phillip Dowling, Nur Al-huda Hamdan

Stanford: Hiroshi Mendoza, Emma Eastwood-Paticchio, Honghao Wei, Yijun Zhou

Berkeley: Arezu Aghaseyedjavadi, Biye Jiang, Ana Rufino Ferreira, Cory Schillaci

Undergraduate Student Supervision

Visiting: Minkyu Kim, Margaret Li, Francisco Ordóñez

Stanford: David Lim, Jack Jin, David Mallick, Varun Nambikrishnan, Pascal Odek, Kyle Qian, Chris Salguero, Shannon Wu

Berkeley: Rocio Guerrero, Pierre Karaushchuk, Ryuka Ko, Vasilis Oikonomou, Melody Valdez, Terrie Yang

SERVICE

Outreach & Volunteer Work

- 2018 Best Paper Award Selection Committee, ACM CHI 2018
- 2017 Computer Science Undergraduate Research Internship (CURIS) Summer Mentor, Stanford University
- 2016-2017 Recruited and coordinated the Human-Computer Interaction (HCI) lunch speaker series, Stanford University
- 2015 Created and co-taught a class on calming technology at the Design School (d.School), Stanford University
- 2013-2014 Created and coordinated a multidisciplinary research group on behavior science technology, UC Berkeley
- 2011-2012 Created and co-taught classes on technology for behavior change and mental health, UC Berkeley
- 2009-2010 Participated in the Intel's low income kids outreach program, Sao Paulo, Brazil
- 2006-2008 Mentor for the Escuela Politécnica Nacional IEEE Communications Society student chapter, Quito, Ecuador
- 2004 Built houses for low-income residents with Habitat for Humanity, Atlanta, GA
- 2003 Volunteered as a caregiver for senior citizens, Atlanta, GA
- 2000 Created & raised funds for the first research lab at Universidad Politécnica Salesiana, Cuenca, Ecuador
- 1999 Elected as student body vice-president at Universidad Politécnica Salesiana, Cuenca, Ecuador

Program Committees

Associate Chair member for the *"Understanding People: Theory, Concepts, Methods"* subcommittee for the *ACM Conference on Human Factors in Computing Systems (CHI 2018)*, Montreal, 2017

Affective Computing and Intelligent Interfaces (ACII) - PC Member 2017

Journal and Conference Reviewing

Journal of Medical Internet Research (JMIR) 2016, 2017
Journal of Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT) 2017
ACM Conference on Human Factors and Computing Systems (CHI) 2013, 2016, 2017
ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2017
Journal of Positive Psychology 2017
ACII Tools and Algorithms for Mental Health and Wellbeing, Pain, and Distress Workshop 2017
IEEE Transactions of Affective Computing Journal 2016
ACM CHI Work in Progress/Late Break 2011, 2013, 2014, 2015, 2016
ACM CHI Computing and Mental Health Workshop 2016
ACM Design of Interactive Systems (DIS) 2016
ACM Symposium on User Interface Software and Technology (UIST) 2015

SKILLS & TOOLS

Programming Languages/AI/Statistics: Matlab, R, C++, Javascript, HTML
OS: Arduino, Android ADK, Mac, Linux, Windows
Prototyping: HiFi: Processing, HTML, Arduino; LoFi: Paper, Junk, Video (iMovie, Sams), Digital Storytelling (Final Cut), Wizard of Oz, Wire-framing.
Crowdsourcing: Amazon Mechanical Turk.
Business models: Wearable Computing, Mobile Broadband, IoT/M2M.
Management: Strategic Marketing, Product/Project Management, Market Development, Negotiation & Sales

CERTIFICATIONS

Berkeley Center for New Media Certificate, UC Berkeley, Berkeley, CA, 2015
Digital Storytelling Workshop, Center for Digital Storytelling, UC Berkeley, Berkeley CA, 2011
Entrepreneurship Certificate, Georgia Institute of Technology, Atlanta, GA, 2004
E-commerce Certificate, Georgia Institute of Technology, Atlanta, GA, 2004
Management of Technology Certificate, Georgia Institute of Technology, Atlanta, GA, 2004

AFFILIATIONS

Institute of Electrical and Electronics Engineers (IEEE)
Association for Computing Machinery (ACM)
Association for Behavioral and Cognitive Therapies (ABCT)

ACTIVITIES

Raising Twins!
Learning to become a Spanish electronic literature (e-Lit) author.
Learning new board games such as Tokaido and Magic the Gathering.
Learning to play simple tango songs on the bandoneon.
Played bass guitar, keyboard & Latin percussion with the Berkeley EECS rock band "The Positive Eigenvalues".
Semi-professional musician:
Recorded and toured with my own rock band "ARKANA"
Studied theory, practice, harmony, composition and folklore at Cuenca's Conservatory for 8 years.
Played bass guitar in several theatrical professional plays.
Lived in 10 cities of the Americas:
US: Palo Alto, San Leandro, Berkeley, CA; Basking Ridge, NJ; Miami, FL; Atlanta, GA; Ocean Springs, MS
Brazil: Sao Paulo
Ecuador: Quito, Cuenca

LANGUAGES

Fluent in Spanish, Portuguese and English.
Currently learning Italian.