

Jessalyn Alvina - CV

Address: 42 rue du banquier, Paris 75013
Email: jessalyn.alvina@telecom-paris.fr

Phone: +33 6 61 38 99 06
Website: <https://uxfol.io/jesalvina>



WORK EXPERIENCE

Postdoctoral Fellow in Human-Computer Interaction

- **Télécom Paris, France** 03/2020 – present
Advisor: Eric Lecolinet
Project: designing mediated touch communication system. Conducted a [survey](#) and an [interview](#) to better understand social touch habit breakdowns due to COVID-19 physical distancing. Collaborated with engineers to prototype and conceptualize multi-modal hand-to-hand interactions with a wearable device. Evaluated the device with [qualitative method](#) [submitted to ACM CHI 2021].
Unofficially co-supervised and collaborated with Zhuoming Zhang (Ph.D candidate).
- **University of British Columbia, Canada** (1 year 7 months) 08/2018 – 02/2020
Advisor: Joanna McGrenere
 - Project 1: identifying usability issues in MS OneNote for adults, children, and older adults (65+). Conducted a [cognitive walkthrough](#) (with think-aloud protocol and eye tracking) [ACM CHI 2020]. Unofficially co-supervised and collaborated with Shareen Mahmud (Master student).
 - Project 2: identifying cross-device usability issues and designing solutions for PCs and smartphones. Conducted a [survey](#) and an [interview](#) on cross-device issues. Developed [personas](#), [use case scenarios](#), [storyboards](#), and [video prototypes](#) to conceptualize feature-finder tools in cross-device apps like Google Maps, Doc, and Slide. Evaluated the design concepts with [qualitative method](#) [ACM DIS 2020].

[Waiting period during summer break (next employment's contract signed in 02/2018)] 06/2018 – 07/2018
- **INRIA Saclay, France** (5 months) 01/2018 – 05/2018
Advisor: Wendy Mackay
Project: re-designing the expressivity of emojis in text messaging apps with gesture keyboards. Conducted a [survey](#) to perform [use case analysis](#) of emojis. Developed an [Android prototype \(Java\)](#) of parametric emojis on smartphones. The prototype was presented to international audience [ACM CHI LBW 2019].
Unofficially co-supervised and collaborated with Chengcheng Qu (Master).

Research Assistant

- **National University of Singapore, Singapore** (6 months) 04/2014 – 09/2014
Advisor: Simon Perrault & Shengdong Zhao
Project: designing spatiotemporal vibration notifications on smartphones. Collaborated with engineers to build a hardware prototype with [Arduino](#). Developed a [Java application](#) to conduct a series of [quantitative studies](#) to investigate the recognition rates of vibration notifications on different body parts. Designed and evaluate the most efficient vibration patterns that were reliably recognized on hands, arms, torsos, thighs [ACM CHI 2015].

Co-teaching & Teaching Assistance

- Co-teaching, University of British Columbia, Canada (one semester) 2019
Topic: fundamentals in HCI design and evaluation
Co-supervised 4 group projects, following the triple diamond UX process in Design Thinking, from understanding the user needs, designing an interactive system, and testing. Responsible for grading.
- Université Paris Sud XI, France (30 hours) 2016
Topics: designing interactive applications with video prototyping
- Universitas Indonesia, Indonesia (over 4 semesters) 2009 – 2011
Topics: linear algebra, calculus

EDUCATION

PhD in Human-Computer Interaction, INRIA & Univ. Paris Saclay (France) 10/2014 – 12/2017

Thesis: *Increasing the expressive power of gesture-based interaction on mobile devices*

Advisor: [Wendy Mackay](#)

Thesis recognized as "systematic, innovative, and creative" by juries (Shumin Zhai, Andy Cockburn).

- Project 1: re-designing text output with gesture keyboards on smartphones. Conducted a [cognitive walkthrough](#) and a [participatory design workshop](#) to perform [user needs analysis](#) of expressive text in mobile communication. Developed [wireframe](#) and then developed [Android prototype](#) of an expressive typography keyboard. Evaluated the prototype with [quantitative method](#) [ACM UIST 2016].
- Project 2: re-designing gesture keyboards on smartphones to enable feature invocation. Developed an [Android prototype](#) of a command-invocation tool keyboard on smartphones. Evaluated the prototype with [quantitative method](#) [ACM UIST 2017]. Obtained an international patent ([PCT/FR2018/052598](#)).

Master in Information Technology, Universitas Indonesia (Indonesia) 01/2012 – 01/2014

GPA 3.79/4.0 (with honor *cum laude*)

Master in Human-Computer Interaction, Univ. Paris Sud XI (France) 09/2012 – 09/2013

Thesis: "*RouteLens: Easy Route Following for Map Applications*" (ACM AVI 2014)

Advisor: Caroline Appert and Olivier Chapuis

Project: designing a route following tool for maps applications. Developed a [web prototype](#) ([JavaScript](#) & [WebGL](#)) of an interaction technique with fish-eye lens for route following tasks in map applications. Evaluated the prototype with [quantitative method](#) [ACM VIS 2014].

GPA 15.03/20 (mention *bien*)

Bachelor in Software Engineering, Universitas Indonesia (Indonesia) 09/2008 – 12/2011

GPA 3.69/4.0 (with honor *cum laude*)

SKILLS

Programming

- Programming: Java, C++, Python, iPython, Perl, OpenGL, Processing, PostgreSQL, Arduino
- Web Programming: HTML, Javascript, WebGL, JSP
- Mobile Programming: Android Development, Protocol Buffer
- Office: GIT, SVN, Microsoft Office, LaTeX, iMovie
- Statistics & Computation: MATLAB, R, R Studio, JMP, SPSS

HCI Methods

- User research: survey, interview, participatory design workshop, cognitive walkthrough
- Design: personas, use case scenarios, storyboard, user journey maps, wireframes
- Test: statistical analysis, affinity diagram, thematic analysis

Professional & Research

- Initiating, planning, managing, implementing and finalizing projects within timelines.
- Ability to lead and collaborate with a small, collocated team.
- Ability to design, conduct, evaluate projects with quantitative and qualitative methods (in-lab & remote).
- Creative design, rapid prototyping, strategic planning, critical thinking, conceptual and analytical skills.
- Ability to supervise a master-level project.
- Ability to identify priorities and to work well under pressures.
- Quickly adapting to new and diverse environments and ways of working.
- Ability to present and network in a large international audience

Language

Indonesian	Native
English	Fluent
French	Intermediate (B1/B2)

PUBLICATIONS

- 2021 Zhuoming Zhang, **Jessalyn Alvina**, Robin Heron, Stéphane Safin, Françoise Detienne, and Eric Lecolinet. 2020. Touching without Touch: Understanding and Overcoming Social Touch Breakdowns with Physical Distancing. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (ACM CHI '21). ACM, 2021. (A⁺-rank conference, acceptance rate: 749/2844=26.3%)
- 2020 **Jessalyn Alvina**, Andrea Bunt, Parmit K. Chilana, Sylvain Malacria, and Joanna McGrenere. 2020. Where is that Feature? Designing for Cross-Device Software Learnability. In Proceedings of the 2020 ACM Designing Interactive Systems Conference (ACM DIS '20). ACM, New York, NY, USA, 1103–1115. (A-rank conference, acceptance rate: 139/578=24%)
- Shareen Mahmud, **Jessalyn Alvina**, Parmit K. Chilana, Andrea Bunt, and Joanna McGrenere. Learning Through Exploration: How Children, Adults, and Older Adults Interact with a New Feature-Rich Application. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (ACM CHI '20). ACM, 2020, 1–14. (A⁺-rank conference, acceptance rate: 760/3126=24.3%)
- 2019 **Jessalyn Alvina**, Chengcheng Qu, Joanna McGrenere, Wendy Mackay. MojiBoard: Generating Parametric Emojis with Gesture Keyboards. In *ACM Extended Abstracts on Human Factors in Computing Systems (ACM CHI EA '19)*, May 2019, Glasgow, United Kingdom. (A⁺-rank conference, acceptance rate: 343/813=42.2%)
- 2017 **Jessalyn Alvina**, Carla Griggio, Xiaojun Bi, Wendy Mackay. CommandBoard: Creating a general-purpose command gesture input space for soft keyboards. In *Proceedings of the 30th Annual ACM Symposium on User Interface Software & Technology (ACM UIST '17)*. ACM, 2017. 17-28. (A⁺-rank conference, acceptance rate: 73/324 = 22.5%)
- 2016 **Jessalyn Alvina**, Joseph Malloch, Wendy Mackay. Expressive Keyboards: Enriching Gesture-Typing on Mobile Devices. In *Proceedings of the 29th Annual ACM Symposium on User Interface Software & Technology (ACM UIST '16)*. ACM, 2016. 583-593. (A⁺-rank conference, acceptance rate: 79/384 = 20.6%)
- 2015 **Jessalyn Alvina**, Shengdong Zhao, Simon T. Perrault, Maryam Azh, Thijs Roumen, and Morten Fjeld. OmniVib: Towards Cross-body Spatiotemporal Vibrotactile Notifications for Mobile Phones. In *Proceedings of the 33rd Annual Conference on Human Factors in Computing Systems (ACM CHI '15)*. ACM, 2015. 2487-2496. (A⁺-rank conference, acceptance rate: 379/1520 = 25%)
- 2014 **Jessalyn Alvina**, Caroline Appert, Olivier Chapuis, Emmanuel Pietriga. RouteLens: Efficient Route Following for Map Applications. In *Proceedings of the 2014 International Working Conference on Advanced Visual Interfaces (ACM AVI '14)*. ACM, 2014. 125-128. (A-rank conference, acceptance rate: 232/112=29%)

ATTENDED CONFERENCES, EVENTS, & INVITED TALKS

- Virtual conference ACM DIS 2020 (presenter)
- Conference ACM CHI 2013 (Student Volunteer), 2015 (paper presenter), 2019 (poster and demo presenter)
- Conference ACM UIST 2016 & 2017 (paper and demo presenter), 2018 (attendee)
- Invited talk at Google Japan, 21 October 2016, hosted by Hisar Maruli Manurung and Hiro Komatsu (Google Asia's Text Input Team)
- Inria Rencontres Industriels 25 November 2016 (demo presenter), hosted by INRIA, attended by researchers and industries.
- DigitalDays@Nano-INNOV 14 March 2017 (demo presenter), hosted by CEA LIST, attended by 50 technology demonstrations, researchers, and industries.
- ERC CREATIV Workshop, INRIA, France: 13-14 June 2016 (attendee) & 31 May-1 June 2017 (presenter). Hosted by Wendy Mackay (INRIA), attended by 30 HCI researchers.
- UBC Postdoc Day 2018 (presented a poster and won the third best poster presenter)
- Invited talk at DFP Seminar, University of British Columbia, February 2019

PAPER REVIEWING & VOLUNTEERING

- ACM CHI 2015 – 2021 (reviewer)
- ACM CHI LBW 2020 – 2021 (program committee member)
- ACM UIST 2016 – 2020 (reviewer)
- ACM MobileHCI 2016, 2020 (reviewer), 2022 (local arrangement co-chair)
- ACM Australian CHI 2019 (program committee member)
- ACM TOCHI (reviewer)