Curriculum Vitae
Matthew Dressa
PhD Student
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Education

University of California, Irvine 2022-2027
Informatics, Ph.D.
Advisor: Daniel Epstein
Research Areas: Human Computer Interaction, Health Tracking, Ubiquitous Computing, Interaction Design

Cornell University 2017-2022
Information Science, B.A. GPA: 3.11
Research Areas: Human Computer Interaction, Ubiquitous Computing, Novel Sensing
Advisor: Cheng Zhang

Research Experience

Personal Informatics Everyday (PIE) Lab August 2022 – Present
University of California, Irvine, Irvine, CA
Graduate Student Researcher
Supervisor: Daniel Epstein
I am researching best practices for smartwatch customization interfaces in personal tracking and health applications. Specifically, we are interested in the user design properties that can best present the tools that afford people to develop their own watch faces without the need of prior knowledge.

Smart Computer Interfaces for Future Interactions (SciFi) Lab February 2020 – May 2022
Cornell University, Ithaca, NY
Undergraduate Research Assistant
Supervisor: Cheng Zhang
I pilot tested novel student-made wearables throughout the semester in addition to providing insight into improving the testing sessions for participants. I also reviewed and revised graduate student papers before submitting to conferences.

Cornell Social Media Lab (SML) September 2020 – March 2021
Cornell University, Ithaca, NY
Undergraduate Research Assistant
Supervisor: Natalie Bazarova
I developed a set of guidelines for designing digital tools for asylum seekers and refugees and evaluated the existing ICTs for this population regarding their access to legal and health information.

Teaching Experience

IN4MATX 286: Innovations in HCID June 2023 – September 2023
University of California, Irvine
Teaching Assistant
Instructor: Mark Baldwin

I graded student assignments, exercises, held office hours to explain trends in interaction design principles to graduate students. I also aided the instructor in developing grading rubrics for student projects.

IN4MATX 132: Project in HCI Requirements and Evaluation April 2023 – June 2023
University of California, Irvine
Teaching Assistant
Instructor: Stacy Branham
I graded student assignments, exercises, held office hours to explain HCD principles such as recruiting participants, interviewing techniques, and evaluation of digital platforms.

IN4MATX 282: Design and Prototype September 2022 – December 2022
University of California, Irvine
Teaching Assistant
Instructor: Sara R. Murray
I graded student assignments, exercises, held office hours to explain design principles in greater detail to master level students in topics like color contrast, information hierarchy, and iterating on prototypes. I also aided the instructor in developing grading rubrics for student projects.

INFO 4400: Qualitative Research Methods January 2021 – March 2021
Cornell University, Ithaca, NY
Teaching Assistant
Instructor: Gilly Leshed
Graded student assignments on a bi-weekly basis and answered questions regarding qualitative HCI research method papers

INFO 3450: Introduction to HCI September 2020 – December 2020
Cornell University, Ithaca, NY
Teaching Assistant
Instructor: Gilly Leshed
I explained the applications of usability and user experience principles, clarified course material such as deadlines, as well as contributed to a positive learning environment for all students.

Peer-Reviewed Conference Publications

Lim, H., Li, Y., **Dressa, M.**, Hu, F., Kim, J., Zhang, R., & Zhang, C. (2022). BodyTrak: Inferring Full-body Poses from Body Silhouettes using a Wristband. *Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies 6*(3), 1-21 https://doi.org/10.1145/3552312

Sun, W., Chen, T., Zheng, J., Lei, Z., Wang, L., Steeper, B., He, P., **Dressa, M.**, Tian, F., & Zhang, C. (2020). Vibrosense. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*, *4*(3), 1–28. https://doi.org/10.1145/3411828

In Progress: **Dressa, M.**, Hassani, M., Cheng, D., Hu, K., Epstein, D. (2024). WatchMe: Lowering the Threshold to Authoring Custom Digital SmartWatch Faces for Tracking Health and Wellbeing. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies*

Press Coverage

Hackster.io *Cornell Tracks Appliances, Home Activities Using a Single Laser-Based VibroSense Sensor*

CNET *Unique Wearable Tracker Can Detect the Whole Body in 3D*

Service

Mentoring
Tim Chen, B.S. Computer Science (Winter, 2023)
Kyle Hu, B.S. Computer Science (Spring, 2024)
Di-Yun, B.S. Informatics (Spring, 2024)
Angel Martens, B.A. Psychology (Spring, 2024)
Van Pham, B.S. Software Engineering (Spring, 2024)

Creative Interface Group (CIG) January 2023 – Present
Vice President
I am the co-founder and current vice president of CIG. My roles include lobbying for funding, organizing workshops, and distributing funds for the development of design hardware related research projects in the UCI ICS department.

Honors and Awards

Competitive Edge Research Fellowship, UC Irvine ($5,000)	August 2022
Diversity Recruitment Fellowship, UC Irvine ($2,500)	May 2022
Chair's Fellowship, UC Irvine ($2,500)	May 2022
Community Service Award, Cornell University	May 2022
Outstanding Teaching Assistant Award, Cornell University	May 2021
Dean's List Award, Cornell University	December 2021
Dell Scholar Award ($20,000)	March 2017

Computing Tools

Python, Java, R, SQL, HTML, CSS, JavaScript, Figma, Miro, Qualtrics, TensorFlow, A-frame, Fitbit SDK, Angular, Arduino IDE, Raspberry Pi

Languages

English (Native), Portuguese (Fluent), Arabic (Conversant), Spanish (Conversant)