Vanessa Oguamanam

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Education

Georgia Institute of Technology | Ph.D. in Human-Centered Computing
Expected May 2021 | GPA: 4.0/4.0

University of Maryland College Park | M.S. in Human-Computer Interaction
Completed May 2017 | GPA: 3.9/4.0

University of Maryland College Park | B.S. in Computer Science
Completed May 2015

George Washington University | Computer Science Major | Aug 2010-Dec 2011
Transferred Jan 2012

Technical Skills

Tools
Eclipse | Proto.io | Invision | Adobe Illustrator | Adobe Photoshop | Dedoose | Sketch

Languages
Java | Python | C | HTML5| CSS3 | JavaScript | Android

UX/UI Techniques + Methods
Interviews | Observations | Participatory Design | Usability Testing | Inductive Analysis

Research Projects

BodyVis – University of Maryland Human-Computer Interaction Lab
Research Assistant | College Park, MD | Jan 2015-Present | Advisors: Jon Froehlich, Tamara Clegg

- Collaborating on Bodyvis research project, focused on designing and implementing wearable e-textile prototypes with real-time physiological sensing and visualization used to engage and motivate children in learning about the human body
- Assisted in running user studies and focus groups with formal and informal educators and children to gather data on how Bodyvis can be designed to support STEM learning
- Coded, transcribed, and synthesized data collected from user sessions to aid in writing and submitting papers to top-tier HCI and Learning Sciences conferences

SharedVis - University of Maryland Human-Computer Interaction Lab
Research Assistant | College Park, MD |August 2015 | Advisors: Jon Froehlich, Tamara Clegg

- Co-facilitated 3 back to back field studies

- ❖ Effectively took notes during pilot studies and provided feedback on the visual designs, the learning activities, and study scripts for upcoming field studies
- ❖ Collected, coded, and analyzed 160 pre and post questionnaires based on a code scheme and transcribed interviews that were used to report on findings for the study

Trolling Comments – University of Maryland Human-Computer Interaction Lab
Student | College Park, MD | Oct-Dec 2015 | Professor: Jennifer Golbeck | Final Project

- ❖ Explored the best ways possible to detect trolling comments in the comments section online
- ❖ Web scraped comments from YouTube and Facebook and pulled comments using Twitter API + Perl Module
- ❖ Collected 3000 comments using one of the methods mentioned above and coded them as being "trolling" or "non-trolling"
- ❖ Effectively communicated and reported on findings and synthesized them into themes

Social Computing with Older Adults – Northwestern Univ. Inclusive Technology Lab
Student Research Intern | Evanston, IL | Summer 2014 | Advisor: Anne Marie Piper

- ❖ Performed qualitative data collection and analysis to understand older adult social communication needs and practices
- ❖ Developed an ambient art display for late life social communication using Arduino LilyPad, sensors, Arduino Yun, and XBee Module

Submitted Papers

Refereed Conference Papers

Clegg, T., Norooz, L., Kang, S., Byrne, V., Katzen, M., Valez, R., Plane, A., **Oguamanam, V.**, Outing, T., Yip, J. and Bonsignore, E., (2017, May). Live Physiological Sensing and Visualization Ecosystems: An Activity Theory Analysis. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems* (pp. 2029-2041). ACM.

Kang, S., Norooz, L., **Oguamanam, V.**, Plane, A. C., Clegg, T. L., & Froehlich, J. E. (2016, June). SharedPhys: Live Physiological Sensing, Whole-Body Interaction, and Large-Screen Visualizations to Support Shared Inquiry Experiences. In *Proceedings of the The 15th International Conference on Interaction Design and Children* (pp. 275-287). ACM.

Norooz, L., Clegg, T., Kang, S., Plane, A.C., **Oguamanam, V.**, & Froehlich, J.E. (2016, June). "That's your heart!": Live Physiological Sensing & Visualization Tools for Personally Relevant & Collaborative STEM Learning. Submitted to *Proceedings of the 15th International Conference on Interaction Design and Children*.

Workshops

Oguamanam, V., & Gansallo, M. (2016, November). LEDz and Cocktailz. In Proceedings of the First African Conference on Human Computer Interaction (pp. 260-262). ACM.

Employment

Sept 2017- **WAAW Foundation: She Hacks Africa**

Co-founder, Program Manager

Summer 2017 **Girls Who Code**
Instructor

Summer 2016 **Google**
UX Researcher

2015-2017 **UMD Human-Computer Interaction Lab**
Graduate Assistant

Summer 2014 **Northwestern University Inclusive Technology Lab**
Student Researcher

Summer 2013 **The Boeing Company: Commercial Aviation Services**
Software Developer Intern on Boeing Online Documents (BOLD)

Summer 2012 **The Boeing Company: Defense, Space, & Security/Iridium**
Student Engineer Intern

Fall 2011 **GWU Office of Undergraduate Admissions**
Transcript Evaluator

Honors + Awards

- President's Fellow, Georgia Institute of Technology | 2017
- NSF Bridge to the Doctorate Fellowship | 2015-2017
- Maryland Delegate Scholarship | 2015
- GEM Associate Fellow | 2015
- AWC Sponsorship for Grace Hopper Conference | 2015
- Google Sponsorship for Grace Hopper Conference Scholarship | 2014
- AWC Sponsorship for Grace Hopper Conference | 2014
- Team awarded 1st place in the Google API Category at NSBE Hackathon | 2014
- Clifford & Camille Kendall CMNS Scholarship Award | 2014
- National Society of Black Engineers Academic Achievement Award | 2012

Service

- WAAW Foundation | Lagos, Nigeria | 2017
  Technical Project Manager, Facilitator

- STEM Expo | University of Maryland | 2015
  Volunteer

- Black Girls Code | ThoughtWorks Headquarters | 2014
  Tech Assistant Volunteer

- Annual Cyber Security Workshop | University of Maryland | 2012- 2014
  Session Leader

- Microsoft Digigurlz Camp | Maryland's Science Center | 2012
  Volunteer/Mentor