

EDUCATION	University of California, San Diego PhD, Computer Science and Engineering	Sept 2014 – present
	University of California, San Diego M.S., Computer Science and Engineering GPA: 3.77/4.0	Dec 2016
	University of Toronto, Victoria College Honours B.Sc. with High Distinction, Specialist in Math & Computer Science, Major in Music GPA: 3.94/4.0	June 2013
RESEARCH POSITIONS	PhD Researcher, The Design Lab, UCSD Working under the supervision of Scott Klemmer: <ul style="list-style-type: none">• Exploring techniques and building tools for amplifying human creativity with software• Explored and built systems for improving peer feedback in online learning environments Previously under the supervision of Nadir Weibel: <ul style="list-style-type: none">• Studied the processes of communication and uses of technology in radiation oncology, identified areas and proposed next steps for technological improvement	Fall 2014 – present
	Creative Intelligence Lab Intern, Adobe Systems Inc. Worked under the supervision of Mira Dontcheva: <ul style="list-style-type: none">• Studied techniques for embedding inspirational expert content in the creative process	Jun – Sept 2017
	User Interface Research Intern, Autodesk Inc. Worked under the supervision of Tovi Grossman: <ul style="list-style-type: none">• Studied team collaboration on physical tasks, developed and evaluated a system to improve task distribution and instruction display	Jun – Sept 2016
	Creative Technologies Lab Intern, Adobe Systems Inc. Worked under the supervision of Mira Dontcheva and Holger Winnemöller: <ul style="list-style-type: none">• Developed and evaluated a suggestion tool to help novice users get started in complex software, in collaboration with Scott Klemmer at UCSD	Jun – Sept 2015
	PhD Researcher, Graphics and Vision group, UCSD Worked under the supervision of Ravi Ramamoorthi: <ul style="list-style-type: none">• Studied interactive real-time BRDF editing, wrote a program to render objects under environment lighting and edit reflectance properties using interactive brushes	Jan – Mar 2015
	Research Assistant, DGP Lab, University of Toronto Worked under the supervision of Kyros Kutulakos on a project in Computer Vision: <ul style="list-style-type: none">• Studied BRDF acquisition and visual texture analysis, extended existing “primal-dual coding” camera system to isolate light transport based on direction and distance of travel	Sept 2013 – May 2014
	Individual Research Project Course, University of Toronto Worked under the supervision of Karen Reid: <ul style="list-style-type: none">• Evaluated benefits of a Python memory visualizer, added sorting-by-patterns functionality to the CRS used in introductory CS classes for real-time analysis of student submissions	Sept – Dec 2012

PUBLICATIONS	<p>Tricia J. Ngoon, C. Ailie Fraser, Ariel S. Weingarten, Mira Dontcheva, and Scott Klemmer. 2017. Interactive Guidance Techniques for Improving Creative Feedback. <i>To appear in Proceedings of CHI '18</i>.</p> <p>C. Ailie Fraser, Tovi Grossman, and George Fitzmaurice. 2017. WeBuild: Automatically Distributing Assembly Tasks Among Collocated Workers to Improve Coordination. <i>Proceedings of CHI '17</i>.</p> <p>C. Ailie Fraser, Mira Dontcheva, Holger Winnemöller, Sheryl Ehrlich, and Scott Klemmer. 2016. DiscoverySpace: Suggesting Actions in Complex Software. <i>Proceedings of DIS '16</i>.</p> <p>Catherine M. Hicks, Vineet Pandey, C. Ailie Fraser, and Scott R. Klemmer. 2016. Framing Feedback: Choosing Review Environment Features that Support High Quality Peer Assessment. <i>Proceedings of CHI '16</i>.</p>																								
EXTENDED ABSTRACTS	<p>C. Ailie Fraser, Tricia J. Ngoon, Ariel S. Weingarten, Mira Dontcheva, and Scott Klemmer. 2017. CritiqueKit: A Mixed-Initiative, Real-Time Interface For Improving Feedback. <i>UIST '17 Adjunct</i>. (Demo)</p> <p>C. Ailie Fraser, Mira Dontcheva, Holger Winnemöller, and Scott Klemmer. 2016. DiscoverySpace: Crowdsourced Suggestions Onboard Novices in Complex Software. <i>CSCW '16 Companion</i>. (Demo)</p> <p>Catherine M. Hicks, C. Ailie Fraser, Purvi Desai, and Scott Klemmer. 2015. Do numeric ratings impact peer reviewers? <i>Learning at Scale '15</i>. (Poster)</p>																								
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SERVICE AND
LEADERSHIP

Graduate Women in Computing, UCSD

Fall 2015 – present

Treasurer and Undergraduate Coordinator 2017-2018, President 2015-2017. GradWIC aims to increase awareness of diversity issues and foster an inclusive CSE community.

PhD Admissions Student Committee, UCSD

Fall 2017 – present

Co-leader of student committee for PhD admissions in the Computer Science and Engineering department.

The Beat, UCSD

Fall 2014 – Spring 2016

Assistant Music Director 2015-2016, Section Leader 2014-2015. Directed, sang, and arranged music for The Beat, an award-winning acappella choir.

Member, Introductory Math and Science Committee

Fall 2012 – Spring 2013

Faculty of Arts & Science, University of Toronto

COURSEWORK
AND SKILLS

Computer Skills:

- HTML, Javascript, PHP, CSS, Python, MATLAB, C++, Java, C, SQL, OpenGL, OpenCV, Adobe Flash and Actionscript, Microsoft Office, Adobe Photoshop, LaTeX

Relevant Coursework:

- Computer Science: Research in HCI and Ubiquitous Computing, Information Visualization, Computer Graphics and Vision, Web Programming, Programming Languages, Object-Oriented and Systems Programming
- Mathematics: Mathematical Logic, Linear Algebra, Abstract Algebra, Calculus, Real and Complex Analysis