

Stephanie Claudino Daffara

computer scientist and HCI researcher

EXPERIENCE

University of California, Berkeley

Research Engineer, UX Designer, and GSI May 2018 - Present
As part of the Art+Design Initiative I lead a team in the development of an AR app that extended a theatric performance. As part of XRLabs, I developed an AR art exhibit for BAMPFA. I was a Graduate Student Instructor for CS160 User Interface Design and Development, Info C262 Theory and Practice of Tangible User Interfaces, and ARCH 299 Learning in Virtual Reality.

Adobe

Research Engineer May - October 2019
As a resercher in the Creative Intelligence Lab, I developed an automatic 360 film editor that turns equirectangular videos into 2D flat videos (tiny planets). This program allows non-experts to edit 360 videos with ease.

Autodesk

Software Developer Oct 2014 - July 2016
Three developers and I planned the architecture, stack and libraries to use in buidling the frontend application for Autodesk's current shopping cart. The cart's release mid-2015 generated 45% less order failures and over 8000 customers in six weeks. Currently I'm working on our next launch, expansion to EMEA (Europe, Middle East, Africa).

EDUCATION

University of California, Berkeley

MS Computer Science Aug 2019 - May 2020
Researcher in the Berkeley Institute of Design lab, advised by Björn Hartmann. Selected coursework: Designing Emerging Technologies, Computational Color, Algorithmic human-robot interaction, Plant Based Foods.

BA Computer Science, 2018 Aug 2016 - Dec 2018
Selected coursework: Computational Photography, Artificial Inteligence, Machine Learning, Computer Graphics, User Interface Design/Development, Motion Pictures, Storytelling, Data Structures, Algorithms.

Programming

Python, Javascript, HTML, CSS, C#. Experience with: Java, C, C++, Android.

Tools/APIs

ARcore, ARkit, Oculus, Github, Unity, Photoshop, Illustrator, InDesign, Final Cut Pro, Premiere, Git, Perforce

Maker

Arduino, RaspberryPi, Laser Cutting, 3D Printing, Stitching/Sewing

Publications

Stephanie Claudino Daffara, Anna Brewer, Balasaravanan Thoravi Kumaravel, Bjoern Hartmann. "Living Paper: Authoring AR Narratives Across Digital and Tangible Media". Accepted to ACM CHI 2020, Extended Abstracts.

I also...

Am creating an animated short using only VR tools, Started a 360 Filmmaking Club, am an Officer at XR at Berkeley, ex-Mentor at Galvanize and TenXList, ex-Instructor at Rails-bridge, Speak Portuguese natively

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