

# ANNE SPENCER ROSS

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## AWARDS

Finalist, 2020  
NCWIT Collegiate Award

Best Paper Nominee  
ASSETS 2017, 2018  
Top 5%

National Science  
Foundation Graduate  
Research Fellow, 2017  
15% award rate; 3-year, \$138k

2nd Place, 2016  
ACM Graduate Student  
Research Competition  
Grace Hopper Celebration

Wilma Bradley Endowed  
Fellowship in Computer  
Science & Engineering,  
2015  
1-year; \$9,500

## PROGRAMMING LANGUAGES

Java

Python

Android

## USER RESEARCH

User-Centered Design

Interviews

User Studies

Quantitative Analysis

## EDUCATION

UNIVERSITY OF WASHINGTON

PAUL G. ALLEN SCHOOL FOR COMPUTER SCIENCE & ENGINEERING

**PhD Candidate**, GPA 3.90, 2021 (expected)

**Master of Science**, GPA 3.94, 2019

- Dissertation: "A Large-Scale, Multi-Factor Approach to Understanding and Improving Mobile Application Accessibility"

COLORADO STATE UNIVERSITY

**Bachelor of Science**, Computer Science, 2014

Magna Cum Laude, GPA 3.90

## PROFESSIONAL EXPERIENCE

UNIVERSITY OF WASHINGTON, Seattle WA

**Graduate Researcher** | 2015-Present

**Advisors: James Fogarty, Jacob O. Wobbrock**

- Designing, building, and testing plug-in for Android Studio (in Java) to guide developers to build accessible Android apps.
- Built automated accessibility testing program (in Python) to test ~10k apps for accessibility barriers; identified highly prevalent barriers and commonly inaccessible elements.
- Used my data-driven analysis to identify tools and frameworks that may contribute to app inaccessibility; resulted in Google updating their official public developer sample code to follow best accessibility practices.
- Published 3 first-author papers at top-tier venues, 2 Best Paper Nominations (top 5%); Presented at top-tier conferences (ASSETS, CHI) and to accessibility groups at IBM, Google, and Microsoft.
- Designed and performed studies to gather healthcare worker feedback on novel mask and gown design during COVID-19 pandemic; presented results to engineering team to inform iterations on design.

**Instructor & Teaching Assistant** | 2017-Present

- Planned and led the Accessibility Research seminar; increased the participation of students from different departments
- Taught user-centered design through hands-on activities in undergraduate human-computer interaction course
- Gave feedback and guidance to lead students through conception, prototyping, and presentation of their project idea.

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## REFERENCES

### Casey Burkhardt

Google  
Tech Lead Manager  
[caseyburkhardt@google.com](mailto:caseyburkhardt@google.com)

### Saige McVea

Google  
UX Researcher  
[saigem@google.com](mailto:saigem@google.com)

### James Fogarty

University of Washington  
Professor  
[jfogarty@cs.washington.edu](mailto:jfogarty@cs.washington.edu)

### Jacob O. Wobbrock

University of Washington  
Professor  
[wobbrock@uw.edu](mailto:wobbrock@uw.edu)

## CONNECT



[github.com/annie-r](https://github.com/annie-r)



[linkedin.com/in/anniesross](https://www.linkedin.com/in/anniesross)

## INTERESTS

Tango

Roller Skating

Trapeze

Aerial Arts

## PROFESSIONAL EXPERIENCE CONT.

### GOOGLE

Research Intern, Accessibility Developer Infrastructure Team

#### Host: Casey Burkhardt

Mountain View, CA | Summer 2019

- Designed, wrote technical documentation for, and implemented API extension of the open-source Accessibility Test Framework for Android (in Java); my extensions were released as part of v3.1.
- Worked with engineering, UX, and QA teams to prototype a new feature for accessibility testing application. Results of my user tests are informing production-level features.

### MICROSOFT RESEARCH

Research Intern, Ability and Enable Groups

#### Hosts: Ed Cutrell, Meredith Ringel Morris

Seattle, WA | Summer 2018

- Researched, designed, and implemented an iOS app feature for virtual navigation for people with disabilities (in Swift).
- Wrote technical report based on user study which is directly informing future features of the app.

## LEADERSHIP ACTIVITIES

### DUB Student Coordinator

University of Washington | 2018-present

- Recruited students to fill volunteer positions for community activities.
- As a founding member, created and encouraged others to document the demands of the position to preserve institutional knowledge and maintain the position.

### Student Volunteer Accessibility Training Lead

AccessSIGCHI | 2019-present

- Collaborated with conference attendees with disabilities to incorporate accessibility training into student volunteer positions at a premier human-computer interaction conference (CHI).
- Wrote training manual that has been shared with multiple conferences.

### Research Experience for Undergraduates

- Worked with students from Women in Science and Engineering Bridge, OurCS@UW workshop for undergraduate women with disabilities, and DUB Research Experience for Undergraduates programs.
- Taught undergraduate women human-centered design concepts and guided them through research activities.