

Jesse J. Martinez

jessejm@cs.washington.edu
Curriculum Vitae (CV)

EDUCATION

- University of Washington** (Seattle, WA) *2019-Present*
Ph.D. Student, Computer Science & Engineering. GPA: 3.9
Advised by James Fogarty
- University of Chicago** (Chicago, IL) *2015-2019*
B.S. Computer Science. GPA: 3.7

AWARDS & FELLOWSHIPS

- LEAP Fellow** *2019-Present*
Diversifying Leadership in the Professoriate (LEAP) Alliance
- ARCS Fellowship** *2019-2022*
ARCS Foundation, Seattle Chapter
- College of Engineering Dean's Fellowship** *2019-2020*
University of Washington College of Engineering
- University Scholar Award** *2015-2019*
University of Chicago
- Neubauer National Hispanic Recognition Scholarship** *2015-2019*
University of Chicago
- Dean's List** *2015-2019*
University of Chicago

RESEARCH

Primary Research Areas: Human-Computer Interaction, Interactive Media Accessibility
Preferred Methods: User-centered methods, Design methods, Qualitative data analysis

PROJECTS

- Accessibility & Game Adoption** *Active Project*
Project Advisors: James Fogarty & Jon Froehlich
User-centered research project focused on characterizing gamers with disabilities' current practices for discovering games to play, evaluating their accessibility, and "access hacking", to advise game developers/publishers/distributors on how to better support these users.
- Personalized Audio Description for Entertainment Media** *Active Project*
Project Collaborators: Kelly Mack & Emma McDonnell
Design project exploring the creation of personalized AD for videos that better accommodate people with disabilities' varying goals and practices when consuming entertainment media.
- Interactive Data Visualization Accessibility** *Summer 2022*
Project Advisors: John Thompson, Bongshin Lee, Ed Cutrell (MSR)
User-centered design & development project involving the co-design of a data visualization interaction tool focused on screen reader compatibility and multimodal exploration.

Accessibility Tools for Android Educational Games*Active Project**Project Advisors: James Fogarty & Jon Froehlich*

Designing and building dynamically generated overlays for games on Android devices to enable navigation and complex interaction for users of switches.

Communication, Coping, and Joint Media Engagement in Families Playing *Animal Crossing: New Horizons**2020-2021**Project Advisors: Katy E. Pearce, Jin Ha Lee, Jason Yip*

User-centered research project proposing design guidelines for game developers to support collaborative play in families and coping with global crisis, based on interviews with families about engagement with *Animal Crossing: New Horizons* during the COVID-19 pandemic.

AutoTAP: Usable Trigger-Action Programming for Smart Homes*2017-2019**Project Advisor: Blase Ur*

Designed and implemented an end-user programming interface to enable owners of smart devices to automate their devices behaviors based on user-designed rules and constraints

WORK EXPERIENCE

Microsoft Research: EPIC Group & Ability Group*Summer 2022. Redmond, WA.*

PhD Research Intern working with John Thompson, Bongshin Lee, and Ed Cutrell on the design & development of an interactive tool for accessible data visualization consumption.

Freelance Accessibility Consultant*March 2022 – Present.*

Freelance consultant providing accessibility evaluations of systems & games, including organizing & conducting evaluation sessions with participants with disabilities.

Paul G. Allen School of Computer Science & Engineering, University of Washington*Sept 2019 – Present. Seattle, WA.*

PhD Student & Research Assistant working with James Fogarty.

Security, Usability, & Privacy Education and Research Group (SUPERgroup)*Nov 2017 – Mar 2019. Chicago, IL.*

Research Assistant working with Blase Ur.

The University of Chicago*Jan – Sept 2017. Chicago, IL.*

Alternate Reality Game (ARG) Design Intern working with Patrick Jagoda.

YU & Associates*June-Sept 2016. Elmwood Park, NJ.*

Web Development Intern.

PUBLICATIONS

A Preliminary Analysis of Android Educational Game Accessibility

Jesse J. Martinez, James Fogarty, Jon Froehlich.

Extended Abstract Proceedings of ASSETS 2021.

Joint media engagement in families playing *Animal Crossing: New Horizons* during the COVID-19 Pandemic

Jesse J. Martinez, Travis Windleharth, Qisheng Li, Arpita Bhattacharya, Katy E. Pearce, Jason C. Yip, Jin Ha Lee.

ACM Computer Supported Cooperative Work and Social Computing (CSCW) 2022.

“I need to just have a couple of White Claws and play Animal Crossing tonight”: Parents coping with video games during the COVID-19 pandemic.

Katy E. Pearce, Jason C. Yip, Jin Ha Lee, **Jesse Martinez**, Travis Windleharth, Qisheng Li, Arpita Bhattacharya. *Psychology of Popular Media 2021.*

Families playing Animal Crossing together: Coping with video games during the COVID-19 pandemic.

Katy E. Pearce, Jason C. Yip, Jin Ha Lee, **Jesse Martinez**, Travis Windleharth, Qisheng Li, Arpita Bhattacharya. *Games and Media 2021.*

Synthesizing and Repairing Trigger-Action Programs Using LTL Properties

Lefan Zhang, Weijia He, **Jesse Martinez**, Noah Brackenburg, Shan Lu and Blase Ur.

Proceedings of the 41st International Conference on Software Engineering (ICSE 2019).

When Smart Devices Are Stupid: Negative Experiences Using Household Smart Devices

Weijia He, **Jesse Martinez**, Roshni Padhi, Blase Ur.

IEEE Workshop on the Internet of Safe Things (SafeThings 2019).

SERVICE

Diversity, Equity & Inclusion Student Coordinator

Sept 2021-Present

DUB Group, University of Washington

Social Chair

June 2020 - June 2021

Paul G. Allen School of Computer Science & Engineering

LGBTQ+ Event Coordinator

June 2020 - June 2021

Paul G. Allen School of Computer Science & Engineering

Student Retreat Coordinator

June - October 2020

Design Use Build (DUB), University of Washington

Visit Days LGBTQ+ Reception Coordinator

March 2020

Paul G. Allen School of Computer Science & Engineering

Vice President

2016-2017

Thangaraj House (Dorm Community), University of Chicago

Prospective Student Advisory Committee Representative

2015-2016

University of Chicago

TEACHING EXPERIENCE

University of Washington

Teaching Assistant – “Introduction to HCI” (CSE 440)

Spring 2022, Winter 2020

Teaching Assistant – “Interaction Programming” (CSE 340)

Spring 2021

University of Chicago

Grader – CMSC 22100: “Programming Languages”

Spring 2019

Grader – MPCS 52060: “Parallel Programming” (Masters Course)

Fall 2018

Teaching Assistant – CMSC 15100: “Introduction to Computer Science”

Summer 2018