

Helen Wauck
wauck2@illinois.edu (414)617-5226
wauck2.web.engr.illinois.edu

EDUCATION

University of Illinois Urbana-Champaign, Champaign, IL *August 2014-present*
Ph.D., Computer Science: est. May 2020, Current GPA: 3.97
Advisors: Professor Wai-Tat Fu and Professor Brian Bailey

Gustavus Adolphus College, St. Peter, MN *September 2010-June 2014*
Bachelor of Arts: June 2014
Majors: Honors Computer Science and Mathematics, GPA: 3.99

PRIMARY RESEARCH INTERESTS

Video games for learning; informal learning; game design; cognitive training

TECHNICAL EXPERIENCE

Unity Game Engine, C#, Python, Java, R, Web Dev. (Heroku, Unity, Javascript, HTML, CSS)

SELECTED PUBLICATIONS

H. Wauck, G. Lucas, A. Shapiro, A. Feng, J. Boberg, J. Gratch. *Analyzing the Effect of Avatar Self-Similarity on Men and Women in a Search and Rescue Game* (CHI 2018).

H. Wauck, Z. Xiao, P.T. Chiu, and W.T. Fu. *Untangling the Relationship Between Spatial Skills, Game Features, and Gender in a Video Game* (IUI 2017).

H. Wauck and W.T. Fu. *A Data-Driven, Multidimensional Approach to Hint Design in Video Games* (IUI 2017).

H. Wauck, Y. Yen, W.T. Fu, S. Dow, E. Gerber, and B. Bailey. *From in the Class or in the Wild? Peers Provide Better Design Feedback Than External Crowds* (CHI 2017).

RESEARCH EXPERIENCE

Graduate Research Assistant/Fellow *August 2014-present*
University of Illinois Urbana-Champaign

Spatial skill training: Implement and study the effect of video game features and player behaviors on spatial skill acquisition. Supervise interdisciplinary team of 3-8 students.

Hint systems: Study relationships between player experience, behavior, and hints in a puzzle game. Supervise a team of 2-3 students.

Design feedback: Compared UI design feedback from online crowds and course peers.

Visiting Research Assistant *May 16, 2017-August 11, 2017*

USC Institute for Creative Technologies

Conducted controlled study analyzing effect of photorealistic self-similar avatars on player performance and experience in a computer game.

Summer Mathematics REU Program

June 3, 2012-July 28, 2012

Boise State University

Discovered a simple criterion for the sortability of ciliate DNA strings using a graph-based visualization. Worked on an interdisciplinary team with two Biology majors.

SELECTED AWARDS AND HONORS

NSF Graduate Research Opportunities Worldwide (GROW) Fellow

2018

Via NSF GRFP; funding for 6 month international research collaboration in Switzerland

NSF Graduate Research Fellow

2016

Prestigious 5 year fellowship with 3 years of funding (< 12% acceptance rate)

Invited Young Researcher, 4th Heidelberg Laureate Forum

2016

Prestigious international computer science and mathematics meeting (11% acceptance rate).

Grace Hopper Scholar

2015

Full sponsorship by the NSF to attend the 2015 Grace Hopper Conference

CRA-W Grad Cohort

2015 and 2016

Full sponsorship to attend the two-day workshop for graduate women in CS

Ray Ozzie Computer Science Fellowship

September 2014-May 2015

Merit based; 1-3 incoming computer science graduate students receive this award each year

SERVICE AND TEACHING

Grad Ambassador and Grad Mentor

January 2015-present

University of Illinois Urbana-Champaign

Welcome students on Prospective Student Weekend, answer graduate school questions, guide and advise assigned CS PhD student mentee through their first semester.

Comp. Sci Tutor, Lab Assistant, and Grader

September 2012-May 2014

Gustavus Adolphus College

Tutored and graded programming assignments for Intro to CS I and II (Java and Python).

Calculus Tutor

September 2011-May 2012

Gustavus Adolphus College

Tutored Precalculus through Multivariable Calculus with team of 2 other tutors.