

# Srinjita BHADURI

[srinjitabhaduri.com](http://srinjitabhaduri.com)

## RESEARCH INTERESTS

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Human Computer Interaction, Educational Technology, 3D Printing, and Augmented Reality.  
*I am interested in looking at ways in which Digital Fabrication Technology can be used as a means of Educational Technology to improve student learning and engagement.*

## PERSONAL DATA

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## EDUCATION

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Current 2016	PhD Student, Computer Science <i>University of Colorado Boulder</i> ADVISOR: <a href="#">Dr. Tamara Sumner</a>
MAY 2016	M.S., Computer Science <i>University of Colorado Boulder</i> ADVISOR: <a href="#">Dr. Tom Yeh</a>
MAY 2013	Bachelor of Technology, Computer Science and Engineering <i>Techno India College of Technology, West Bengal, India</i>

## PROFESSIONAL EXPERIENCE

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Jan 2016 CURRENT	Graduate Research Assistant <i>University of Colorado Boulder</i>
Aug 2014 DEC 2015	Graduate Teaching Assistant <i>University of Colorado Boulder</i>
Dec 2013 JUNE 2014	Programmer Analyst Trainee <i>Cognizant Technology Solutions</i>

## PUBLICATIONS

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1. **Bhaduri, S.**, Horne, K. V., Ristvey, J., Russell, R. Sumner, T. (2018). Learning Engineering Practices Through Drones: Iterative design of an informal learning curriculum. To appear In Proceedings of the 13th International Conference of the Learning Sciences (ICLS).
2. **S. Bhaduri**, P. Gyory, and T. Sumner, "Enhancing 3D Modeling with Augmented Reality in an after-school engineering program". Poster to be presented at ASEE Zone IV Conference 2018.
3. Michael Skirpan, Nathan Beard, **Srinjita Bhaduri**, Casey Fiesler, Tom Yeh (2018), Ethics Education in Context: A Case Study of Novel Ethics Activities for the CS Classroom, (to

appear) In Proceedings of the SIGCSE technical symposium on Computer science education (SIGCSE'18), *Third Best Paper in the Track: Experience Reports and Tools*.

4. **Srinjita Bhaduri**, Jesús G. Ortiz Tovar, and Shaun K. Kane. 2017. Fabrication Games: Using 3D Printers to Explore New Interactions for Tabletop Games. In Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition. Singapore.

5. **Srinjita Bhaduri**. 2017. Using 3D Modeling and Prediction as a Lens into Student Design Processes. In Proceedings of the 2017 ACM SIGCHI Conference on Creativity and Cognition. Singapore.

6. **Bhaduri, S.**, Ristvey, J., Russell, R., Sumner, T. (2017, June). Promoting Middle School Students Motivation, Persistence, and Career Awareness in an After-school Program. Poster presented at the annual STELAR ITEST PI Evaluator Summit, Washington D.C.

## AWARDS AND HONORS

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- 2017 **Lab Manager** for [Sumner Lab](#)  
Creativity and Cognition, 2017 **Graduate Student Symposium**, Singapore
- 2016 **Early Career Professional Development Award**  
Department of Computer Science, University of Colorado Boulder
- 2015 **Outstanding Teaching Assistant**  
Department of Computer Science, University of Colorado Boulder  
**Best User Interaction** – HackCU organized by University of Colorado Boulder

## MENTORING EXPERIENCE

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- Fall'17-Spring'18 **Peter Gyory**  
Masters student in ATLAS Institute  
*Designing Augmented Reality app to help support 3D modeling*  
**Hannie Ngo**, Discovery Learning Apprentice  
Undergraduate student in Computer Science at University of Colorado Boulder
- Fall'16-Spring'17 **Jesus Ortiz Tovar**, Discovery Learning Apprentice  
Undergraduate student in Computer Science at University of Colorado Boulder  
*Fabrication Games:Using 3D Printers to Explore New Interactions for Tabletop Games*
- Summer 2015 **Lindsey Welch, Chantelle Humphries**, “3D Printed braille”  
**Dinah Bowman, Nueka Lo**, “Post-processing Techniques to Enhance Tactile Textures”  
Summer Research Mentor Program (REM) for high school students  
through CU Science Discovery. (Results were invited and presented at the White House)

## COMPUTER SKILLS

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Proficient: Python, C/C++, Java, JavaScript, HTML5/CSS  
Experienced: Unity, C#, R

## RELEVANT SKILLS

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3D Modeling(TinkerCAD, SketchUp, Open(J)SCAD, OnShape), 3D Printing, Laser Cutting,  
Unity game design

## LANGUAGES

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BENGALI: Mothertongue  
ENGLISH: Fluent  
HINDI: Fluent