

Srinjita BHADURI

srinjitabhaduri.com

RESEARCH INTERESTS

Human Computer Interaction, Educational Technology, 3D Printing, and Augmented Reality.
I am interested in looking at ways to enhance 3D modeling and spatial thinking skills in novice users using Augmented Reality as a scaffold.

PERSONAL DATA

ADDRESS: 1475 Folsom Street, Apt387, Boulder, Colorado-80302.
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EDUCATION

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

PROFESSIONAL EXPERIENCE

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

- Bhaduri, S.**, Gendreau, A., Koushik, V. S., Sumner, T., Ristvey, J., Russell, R. (n.d.). Promoting Middle School Students' Motivation and Persistence in an After-School Engineering Program (J. Barnes-Johnson J. M. Johnson, Eds.). In *STEM21: Equity in teaching and learning to meet global challenges of standards, engagement and transformation*. [DOI](#)
- Chilana, P., Hudson, N., **Bhaduri, S.**, Shashikumar, P., and Kane, S. (2018) Supporting Remote Real-time Expert Help: Opportunities and Challenges for Novice 3D Modelers. In *Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC '18)*. [PDF](#)

3. **Bhaduri, S.**, Horne, K. V., Ristvey, J., Russell, R. Sumner, T. (2018). Learning Engineering Practices Through Drones: Iterative design of an informal learning curriculum. In *Proceedings of the 13th International Conference of the Learning Sciences (ICLS)*. [PDF](#)
4. **Bhaduri, S.**, Bhaduri, S., Horne, K. V., Ristvey, J., Russell, R. Sumner, T. (2018). From toys to tools: UAVs in middle-school engineering education (RTP). In 2018 ASEE Annual Conference Exposition, Salt Lake City, Utah. [PDF](#)
5. **S. Bhaduri**, P. Gyory, and T. Sumner, “Enhancing 3D Modeling with Augmented Reality in an after-school engineering program”. In 2018 ASEE Annual Conference Exposition, Salt Lake City, Utah. [PDF](#)
6. 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, In Proceedings of the SIGCSE technical symposium on Computer science education (SIGCSE’18), *Third Best Paper in the Track: Experience Reports and Tools*. [PDF](#)
7. **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. [PDF](#)
8. **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. [PDF](#)

AWARDS AND HONORS

- 2018 **Outstanding Service Award**
Department of Computer Science, University of Colorado Boulder
- 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

- 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 CS, University of Colorado Boulder
- Fall’16-Spring’17 **Jesus Ortiz Tovar**, Discovery Learning Apprentice
Undergraduate student in CS, University of Colorado Boulder
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

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

RELEVANT SKILLS

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

LANGUAGES

BENGALI: Mothertongue
ENGLISH: Fluent
HINDI: Fluent