MARK S BALDWIN

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Department of Informatics
University of California, Irvine
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EDUCATION

Ph.D., Informatics — 2014-2019 (Expected)
University of California, Irvine
Advisors: Gillian R. Hayes, Jennifer Mankoff
THESIS - Tangible Activity-Centric Computer Interaction for Blind and Low Vision Users

Master of Human Computer Interaction, Human Computer Interaction Institute — August 2013
Carnegie Mellon University, Pittsburgh, PA

Bachelor of Arts in Computing, College of Computing and Digital Media — July 2012
DePaul University, Chicago, IL

PROFESSIONAL EXPERIENCE

University of California, Irvine, CA — 2014 - Present
Graduate Student Researcher
Social and Technological Action Research Group
Advisor: Dr. Gillian Hayes

Belkin, Playa Vista, CA — Summer 2015
Research Intern
Eco Water Research Group

Extron Electronics, Anaheim, CA — 2013 - 2014
Software Interaction Designer

Carnegie Mellon University, Pittsburgh, PA — 2012 - 2013
Graduate Student Research Assistant
Advisor: Dr. Jennifer Mankoff

Baldwin Technology Consulting, Chicago, IL
Founder, President — 2002-2012

Bender, Browning, Dolby & Sanderson, Chicago, IL
Manager of Interactive Services — 1998-2001

Medwind LLC, Chicago, IL
Co-founder, Lead Software Engineer — 1998-1999

Static Multimedia, Chicago, IL
Co-founder, Lead Software Engineer — 1997-2000

Cyberdyne Technologies, Chicago, IL
Web Developer — 1997-1998

CONFERENCE PAPERS and JOURNAL ARTICLES

[C.2] **Baldwin, M.**, Mankoff, J., Hayes, G., Haimson, O., Hudson, S. "The Tangible Desktop: A Multimodal Approach to Nonvisual Computing". ACM Transactions on Accessible Computing. To Appear.

[C.1] Ringland, K.E., Wolf, C.T., Boyd, L., **Baldwin, M.**, and Hayes, G.R. Would You Be Mine: Appropriating Minecraft as an Assistive Technology for Youth with Autism. In Proc ASSETS 2016. ***Best Paper**.

POSTERS and WORKSHOPS

[P.2] **Mark Baldwin**, Jennifer Mankoff, Gillian Hayes, Scott Hudson and Jeff Bigham (2016). "Reappropriating Desktop Computing Metaphors for Nonvisual Tactile Interaction." Workshop: Touch, Taste, & Smell User Interfaces: The Future of Multisensory HCI. ACM SIGCHI Conference on Human Factors in Computing Systems. San Jose, CA

[P.1] Raymond Liaw, Ari Zilnik, **Mark Baldwin**, and Stephanie Butler. (2013, May 1). "Maater: Crowdsourcing to Improve Online Journalism". Student Design Competition. ACM SIGCHI Conference on Human Factors in Computing Systems. Paris, France.

TECHNICAL SYSTEMS

[TS.4] **Mark Baldwin**, Leon Cao, Niraj Patel, Paul Dao, Kevin Truong. "Granular Jamming Refreshable Tactile Display." A refreshable tactile display that utilizes a granular jammed substrate to support individual pin actuation. 2016.

[TS.3] **Mark Baldwin**. "KinD: Kinesthetic Interaction Device." Software and physical hardware to support tangible activity-based computing. 2016.

[TS.2] **Mark Baldwin**. "The Tangible Desktop." A suite of 3D printed, motorized computer peripherals and supporting software that, place visual computing metaphors in the physical world. 2014.

[TS.1] **Mark Baldwin**, Meng Shi, Nikola Banovic, Jennifer Mankoff and Scott Hudson. "3D Printed Refreshable Braille Display." A motor and gear driven twelve character braille display that converts digital text into braille. 2013.

AWARDS

Ford Foundation Predoctoral Fellowship, Honorable Mention	2017
ASSETS Conference, Best Paper	2016
CHI Student Design Competition, 3rd Place Winner	2013

SERVICE

Web Chair, ACM International Joint Conference on Pervasive and Ubiquitous Computing	2016-2017
Treasurer, Informatics Graduate Student Association	2015-2016
Teaching Assistant, Empowertech, Los Angeles, CA	2015
Teaching Assistant, Blind Children's Learning Center, Tustin, CA	2012
Tutor, Inner City Impact, Chicago, CA	1997

TEACHING EXPERIENCE

Primary Instructor

INF 286 Innovations in HCI, University of California, Irvine — Summer 2017

Teaching Assistant

INF 280 Overview of Human-Computer Interaction and Design, University of California, Irvine — Summer 2017

INF 280 Overview of Human-Computer Interaction and Design, University of California, Irvine — Summer 2016

INF 162w Organization Information Systems, University of California, Irvine — Winter 2016

INF 133 User Interaction Software, University of California, Irvine — Fall 2015

Guest Lecturer

Agile Practices in UX — Spring 2017
Human Computer Interaction, CPSC 355, Chapman University

Assistive Technology Research — Winter 2017
Special Topics in Computer Science: Assistive Technology, CPSE 370, Chapman University

Accessibility in HCI — Fall 2016
INF 131 Human Computer Interaction, University of California, Irvine

Accessibility in HCI — Winter 2016
ICS 4 Human Factors for the Web, University of California, Irvine

Physical Prototyping for Assistive Technology — Winter 2015
INF 131 Human Computer Interaction, University of California, Irvine

STUDENT MENTORING

Leon Cao, B.S. Computer Science and Engineering	2016
Niraj Patel, B.S. Computer Science and Engineering	2016
Paul Dao, B.S. Computer Science and Engineering	2016
Kevin Truong, B.S. Computer Science and Engineering	2016
Abhimanyu Tripathi, B.S. Informatics	2016
Sania Bishnoi, B.S. Informatics	2015 - 2016
Jasmine Nguyen, B.S. Informatics	2015 - 2016
Yuang Li, B.S. Informatics	2015
Ziyu Yi, B.S. Informatics	2015
Neeraj Kumar, M.S. Informatics	2014 - 2016

MEMBERSHIPS

IEEE, Student Member	2011 - Present
ACM, Student Member	2011 - Present
ACM SIGACCESS, Accessible Computing	2012 - Present