

Jeff Avery

Lecturer, Cheriton School of Computer Science,
University of Waterloo

Degrees

Ph.D Computer Science, University of Waterloo, 2019.
B.A.Sc Computer Science, McMaster University, 2012.
Diploma Computer Programming, Algonquin College, 1999.
M.A. Anthropology, McMaster University, 1991.
B.A. Anthropology, McMaster University, 1990.

Employment History

2016-present	Lecturer, Cheriton School of Computer Science, University of Waterloo.
2009-2010	Engineering Manager, Intel of Canada.
2006-2009	Director of Engineering, Rapidmind Inc. (acquired by Intel of Canada).
2005-2006	Development Manager, Global Beverage Group.
2005	Senior Developer, Short Stacked Studios,
2004	Product Architect, AGFA Healthcare,
2001-2003	Development Team Lead, Mitra Imaging Inc. (acquired by AGFA Healthcare),
1999-2001	Development Team Lead, PixStream Inc. (acquired by Cisco Systems).
1999	Software Developer, Sir-Tech Canada Ltd.
1995-1999	Software Developer, Cognos Inc.

Undergraduate Courses Taught

2014-present	CS 349: User Interfaces, University of Waterloo.
2021	CS 116: Introduction to Computer Programming 2, University of Waterloo.
2016	CS 246: Object-Oriented Programming, University of Waterloo.

Scholarly and Professional Activities

2020-present	Acting Chair, Mathematics Standings & Promotions Committee, University of Waterloo.
2016-present	Undergraduate Advisor, Cheriton School of Computer Science, University of Waterloo.
2017-2020	Member of Mathematics Standings & Promotions Committee, University of Waterloo.
2019	Reviewer for Interaction Design for Children (IDC).
2018	Reviewer for Graphics Interface (GI).
2018	Reviewer for International Journal of Human-Computer Studies.
2017-2019	Reviewer for ACM CHI Conference on Human Factors in Computing Systems (CHI).
2017-2018	Member of Undergraduate Academic Plans Committee, University of Waterloo.
2016-2019	Member of CS Outreach Committee, University of Waterloo.
2015	Reviewer for ACM Symposium on Interface Software and Technology (UIST)

Papers in Refereed Conference Proceedings

Anastasia Kuzminykh, Jenny Sun, Niv Govindaraju, Jeff Avery, Edward Lank. Genie In The Bottle: Anthropomorphized Perceptions Of Conversational Agents (2020). Proc. of CHI '20, the ACM CHI Conference on Human Factors in Computing Systems.

Jeff Avery, Damien Masson, Hanae Rateau, Daniel Vogel, Edward Lank. Holding Patterns: Detecting Handedness With A Moving Smartphone (2019). Proc. of IHM '19, Conférence Francophone sur l'Interaction Homme-Machine.

Jay Henderson, Jeff Avery, Laurent Grisoni and Edward Lank. Leveraging Distal Vibrotactile Feedback for Target Acquisition (2019). Proc. of CHI '19, the ACM CHI Conference on Human Factors in Computing Systems.

Jingjie Zheng, Blaine Lewis, Jeff Avery, Daniel Vogel (2018). FingerArc and FingerChord: Supporting Novice to Expert Transitions with Guided Finger-Aware Shortcuts (2018). Proc. of UIST '18, the ACM Symposium on User Interface Software and Technology.

Jeff Avery, Sylvain Malacria, Mathieu Nancel, Géry Casiez and Lank, Edward (2018). Introducing Transient Gestures to Improve Pan and Zoom on Touch Surfaces (2018). Proc. of CHI '18, the ACM CHI Conference on Human Factors in Computing Systems.

Jeff Avery, Edward Lank (2016). Surveying Expert-Level Gesture Use and Adoption on Multi-Touch Tablets (2018). Proc. of DIS '18, the ACM Conference on Designing Interactive Systems. p. 577-581.

Jeff Avery, Mark Choi, Daniel Vogel, Edward Lank (2014). Pinch-to-Zoom-Plus: An enhanced pinch-to-zoom that reduces clutching and panning (2014). Proc. of UIST '14, the ACM Symposium on User Interface Software and Technology. p. 595-604.