

Jeff Avery

Associate Professor - Teaching Stream
David R. Cheriton School of Computer Science
University of Waterloo, Canada

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

Undergraduate Courses Taught

2022-present	CS 346: Application Development, University of Waterloo.
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

2023-present	CS Admissions Officer, University of Waterloo.
2022-2024	Women in Computer Science Committee, University of Waterloo.
2017-2023	Mathematics Standings & Promotions Committee, University of Waterloo.
2017-2024	Undergraduate Academic Plans Committee, University of Waterloo.
2016-2019	CS Outreach Committee, University of Waterloo.
2016-present	Undergraduate Advisor, University of Waterloo.

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). 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). 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). 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). 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). 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). 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). UIST '14, the ACM Symposium on User Interface Software and Technology. p. 595-604.