

# KEVIN M. STORER

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## SUMMARY

I am a Human-Computer Interaction and User Experience researcher with 5+ years of academic and industrial research experience, specializing in the domains of accessibility, homes and families, and collaboration. I leverage expertise in qualitative research methods and interactive system design to explore large, ambiguous problem spaces and translate my findings into actionable design insights. My research has resulted in 7 scientific articles (3 first-author) in top-tier publication venues and has been used to set strategic agendas and inform product design at multinational technology companies.

## EXPERIENCE

- University of California, Irvine**, Research Assistant || Advised by Stacy Branham **2018—**
- Leading research to design technologies which make shared book reading accessible for blind parents and their preliterate children.
  - Authored 4 scientific articles (3 first-author, 1 award-winning, and 1 under review) in top-tier venues.
  - Received 2 fellowship awards, totaling \$10,000, for the significance and social impact of this work.
- Google—Seattle**, User Experience Research Intern || Hosted by Harini Sampath **2020**
- Led research to understand how accessibility in technical documentation affects the development experience for software developers who use screen readers to code.
  - Designed and conducted in-depth interviews and observations of 12 developers with visual impairments.
  - Submitted 1 scientific article based on this work and presented design insights to 3 products teams.
- Google—Mountain View**, User Experience Research Intern || Hosted by Tejinder Judge **2019**
- Led research to understand how smart-speaker voice assistants are used in the homes of families where some members have a visual impairment and others do not.
  - Designed and conducted interviews of 6 couples, in which one used screen readers and the other did not.
  - Published 1 scientific article based on this work and presented design insights to 2 product teams.
- University of California, Irvine**, Research Assistant || Advised by Gloria Mark **2017—2018**
- Conducted experimental research to understand how push notifications affect sympathetic stress.
  - Moderated experimental sessions, contributed to study design, and conducted statistical analyses.
  - Published 1 scientific article based on this work, as part of a large collaboration across 3 universities.
- Clemson University**, Research Assistant || Advised by Jacob Sorber **2015—2017**
- Led research examining how gender representation affects evaluations of Computer Science pedagogy.
  - Conducted user-centered evaluations of novel programming tools which aid embedded system design.
  - Published 2 scientific articles based on this work, as part of a large collaboration across 2 universities.

## EDUCATION

- University of California, Irvine**, Irvine, CA  
Ph.D., Informatics. *Expected Graduation: 2022.*  
Dissertation: *Designing Accessible Co-reading Technologies with Blind Parents*
- Clemson University**, Clemson, SC  
M.S., Computer Science; Concentration in Interactive Computing. *2017.*  
Thesis: *Nuanced Views of Pedagogical Evaluation*
- Bowling Green State University**, Bowling Green, OH  
B.S., Computer Science; Minor in Physical Sciences. *Cum Laude 2015.*

## TECHNICAL RESEARCH SKILLS

- **Expert:** Interviews, Observations, Focus Groups, Content Analysis, Qualitative Coding, Accessibility Audits, Systematic Literature Reviews, Written and Verbal Scientific Communication
- **Proficient:** Prototyping, Experiment Design, Survey Design, Statistical Analysis in R and Python

## AWARDS AND HONORS

- **Best Paper Honorable Mention**, ACM SIGCHI Conference on Designing Interactive Systems, 2019.
- **Fellow**, Bob and Barbara Kleist Endowed Graduate Fellowship, 2019.
- **Fellow**, Graduate Assistance in Areas of National Need: Responsible Artificial Intelligence, 2019.
- **Fellow**, UC Irvine Information & Computer Sciences Dean's Award, 2019.
- **Best Presentation (Audience Choice)**, Clemson School of Computing 3-Minute Thesis, 2015.

## SELECTED PRESENTATIONS

- “*Accessibility in Technical Information Sources for Developers with Visual Impairments.*” Google User Experience Research, Seattle, Washington. December 7, 2020.
- “*Understanding Voice Assistant Use in Mixed-Visual-Ability Families.*” Google User Experience Research, Mountain View, California. December 11, 2019.
- 2 academic conference presentations to ACM SIGCHI Conference on Designing Interactive Systems and ACM SIGCHI Conference on Human Factors in Computing Systems.
- 9 guest lectures for courses offered at UC Irvine, Clemson University, and Bowling Green State University, since 2014.

## SELECTED PUBLICATIONS

- **Storer K.M.**, Sampath H., Merrick M.A. “*It’s Just Everything Outside of the IDE that’s the Problem*”: *Information Seeking by Software Developers with Visual Impairments*. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (**CHI ‘21**). [Forthcoming] — [Preprint Available on Request](#).
- **Storer K.M.**, Judge T.K., Branham S.M. “*All in the Same Boat*”: *Tradeoffs of Voice Assistant Ownership for Mixed-Visual-Ability Families*. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (**CHI ‘20**). [24% Acceptance Rate] — [Download](#).
- Abdolrahmani, A., **Storer, K.M.**, Mukkath Roy, A.R., Kuber, R., Branham, S.M. *Blind Leading the Sighted: Drawing Design Insights from Blind Users towards More Productivity-oriented Voice Interfaces*. Transactions on Accessible Computing (**TACCESS**). January 2020, Article 18, 35 pages. [Journal Article; No Defined Acceptance Rate] — [Download](#).
- **Storer K.M.**, Branham S.M. “*That’s the Way Sighted People Do It*”: *What Blind Parents Can Teach Technology Designers About Co-Reading with Children*. In Proceedings of the ACM SIGCHI Conference on Designing Interactive Systems (**DIS ‘19**). [25% Acceptance Rate, **Honorable Mention for Best Paper (Top 2%)**] — [Download](#).