Christopher You

PhD Candidate · Human-Centered Computing

☐ (+1) 763-321-4721 | ✉ christopheryou@ufl.edu | ⌂ christopheryou.github.io

Education

Ph.D. in Human-Centered Computing
UNIVERSITY OF FLORIDA
Advisor: Dr. Benjamin Lok

Gainesville, Florida
Aug 2020 - Current
GPA: 3.7

M.S. in Computer Science
UNIVERSITY OF FLORIDA
Advisor: Dr. Benjamin Lok

Gainesville, Florida
Aug 2020 - Dec 2022
GPA: 3.7

B.S. in Computer Science
UNIVERSITY OF MINNESOTA
Advisor: Dr. Evan Suma Rosenberg

Minneapolis, Minnesota
Sep 2018 - May 2020
GPA: 3.8

Experience

Research Assistant
VIRTUAL EXPERIENCES RESEARCH GROUP

University of Florida
Aug 2020 - Current

- Research with virtual humans for: (1) web app to support patients with severe psychiatric disorders (NIH R34 Grant), (2) community-based participatory research in clinical trial enrollment platform (NIH R24/U01 Grant), and (3) dissertation aims of LLM-based virtual humans for mental health support
- Mentoring undergraduates and junior PhD students to support development and research presentations

Research Assistant
DAVIDSON DRiVE LAB

Davidson College
May 2022 - Aug 2022

- Conducted research and published two articles on embodiment and agency in avatars in VR and desktop virtual environments
- Mentored undergraduate students in VR/AR development under Dr. Tabitha Peck

SDE Intern
AMAZON

Seattle, Washington
May 2020 - Aug 2020

- Developed search/navigation features for Amazon Help Services to be incorporated Alexa and Amazon Customer Service Help Search
- Integrated knowledge graph to generate results via natural language processing, SPARQL, and front-end stack

Research Assistant
ILLUSIONEERING LAB

University of Minnesota
Oct 2018 - May 2020

- Created and published Strafing Gains, a redirected walking technique to support locomotion in VR
- Collaborated in AR research with Medical Devices Center at UMN

Publications

JOURNAL PROCEEDINGS

[3] You, C., Venkatakrishnan, R., Venkatakrishnan, R., Han, Z., Lok, B., & Peck, T. (2024). A sense of urgency on the sense of agency: Challenges in evaluating agency and embodiment in virtual reality. *IEEE Transactions on Visualization and Computer Graphics*

[2] You, C., Peck, T., Stuart, J., Gomes de Siqueira, A., & Lok, B. (2024). What my bias meant for my embodiment: An investigation on virtual embodiment in desktop-based virtual reality. *Frontiers in Virtual Reality*, 5, 1251564

[1] You, C., Ghosh, R., Vilaro, M., Venkatakrishnan, R., Venkatakrishnan, R., Maxim, A., Peng, X., Tamboli, D., & Lok, B. (**In review**). Alter egos alter engagement: Perspective-taking can improve disclosure quantity and depth to chatbots to promote mental wellbeing. *Frontiers in Digital Health*

CONFERENCE PROCEEDINGS

[5] Ghosh, R., You, C., Venkatakrishnan, R., & Lok, B. (To appear). Exploring the influence of multiple virtual agents for addressing barriers to cancer clinical trial participation. *Proceedings of the 25th ACM International Conference on Intelligent Virtual Agents*, 1–8

[4] You, C., Benda, B., Rosenberg, E. S., Ragan, E., Lok, B., & Thomas, J. (2022). Strafing gain: Redirecting users one diagonal step at a time. *2022 IEEE international symposium on mixed and augmented reality (ISMAR)*, 603–611

[3] You, C., Ghosh, R., Maxim, A., Stuart, J., Cooks, E., & Lok, B. (2022). How does a virtual human earn your trust? guidelines to improve willingness to self-disclose to intelligent virtual agents. *Proceedings of the 22nd ACM International Conference on Intelligent Virtual Agents*, 1–8

[2] You, C., Ghosh, R., Venkatakrishnan, R., Maxim, A., Peng, X., Tamboli, D., Huang, Z., & Lok, B. (**In review**). Build-a-being yourself: A practical system and method for embodied conversational agents in web-based research. *Proceedings of the 13th International Conference on Human-Agent Interaction*, 1–8

[1] Ghosh, R., You, C., Venkatakrishnan, R., & Lok, B. (**In review**). The impact of health literacy in a virtual agent intervention addressing barriers to cancer clinical trial participation. *Proceedings of the 13th International Conference on Human-Agent Interaction*, 1–8

POSTERS, ABSTRACTS, & DEMOS

[7] Huynh, L., You, C., Lok, B., & Blue, A. (2025). A patient chatbot to support interprofessional learning. *Collaborating Across Borders IX*, 1

[6] Munroe, D., Kauer, T., Franco, C., Ghosh, R., You, C., Ford, H., Lok, B., & Krieger, J. L. (2025). Connecting communities: Developing a provider portal to enhance cancer trial diversity. *Science of Communication Outreach and Engagement Annual Conference*, 1

[5] Kauer, T., Franco, C., Lok, B., Tucker, C., Lin, T., Flood-Grady, E., Ghosh, R., You, C., Wilson-Howard, D., Gaillard, T., Anton, S., & Kreiger, J. (2025). Connecting older adults to clinical trials: Developing the alex clinical trial referral portal. *14th Annual Alliance Meeting for Healthy Aging Conference*, 1

[4] Kauer, T., Franco, C., Munroe, D., Flood-Grady, E., Gaillard, T., George, T., Lin, T., Lok, B., Tucker, C., Vilaro, M., Webb, F., Wilke, D., Wilson-Howard, D., Ghosh, R., You, C., Serat, J., Buhr, M., Murphy, C., van Mossel, A., … Krieger, J. (2025). Representation matters: The feasibility and impact of photo-realistic and social identity-matched virtual community health educators among black, hispanic, and rural adults. *Science of Community Outreach and Engagement Annual Conference*, 1

[3] Ghosh, R., Maxim, A., You, C., & Lok, B. (2024). Real-time virtual human for promoting clinical trial education and recruitment. *2024 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, 1184–1185

[2] Jurczyk, K., You, C., Nourani, M., Gupta, M., Anthony, L., & Lok, B. (2021). Romadoro: Leveraging nudge techniques to encourage break-taking. *Adjunct Proceedings of the 34th Annual ACM Symposium on User Interface Software and Technology*, 66–69

[1] You, C., Suma Rosenberg, E., & Thomas, J. (2019). Strafing gain: A novel redirected walking technique. *Symposium on Spatial User Interaction*, 1–1

Presentations

Mar 2025	**Guest Talk**, Embodied experiences to improve online virtual human mental health interventions	*Illusioneering Lab, UMN*
Oct 2024	**Conference**, A sense of urgency on the sense of agency: …	*IEEE ISMAR*
Mar 2024	**Consortium**, Using the Health Belief Model to Tailor Virtual Humans for Clinical Trials	*IEEE VR*
Oct 2022	**Conference**, Strafing gain: Redirecting users one diagonal step at a time	*IEEE ISMAR*
Sep 2022	**Conference**, How does a virtual human earn your trust? …	*ACM IVA*
Oct 2019	**Poster**, Strafing gain: A novel redirected walking technique	*ACM SUI*

Funding Received

2024	**Computer & Information Science & Engineering Scholarship**	*University of Florida*
2021	**Olson-Mitchell STEM Translational Communications Project Award**	*University of Florida*
2020	**Graduate School Preeminence Award**	*University of Florida*
2020	**Undergraduate Research Opportunities Program Award**	*University of Minnesota*
2019	**Undergraduate Research Opportunities Program Award**	*University of Minnesota*

Services and Professional Activities

MENTORING

2025	**Leyna Huynh,** Published article in Journal of Undergraduate Research	*University of Florida*
2025	**Gaby Smith,** Presentation at Undergraduate Research Symposium	*University of Florida*
2025	**Tarun Desari,** Presentation at Undergraduate Research Symposium	*University of Florida*
2025	**Lucas John,** Nutrition Module Project	*University of Florida*

STUDENT VOLUNTEERING

2024	**Paper Session,** International Symposium on Mixed and Augmented Reality	*IEEE ISMAR*
2024	**DEIA Accessibility Streaming,** Conference on Virtual Reality and 3D User Interfaces	*IEEE VR*
2019	**Paper Session,** Symposium on Spatial User Interaction	*ACM SUI*

REVIEWING

2024	**Conference Reviewer,** International Symposium on Mixed and Augmented Reality	*IEEE ISMAR*
2023	**Journal Reviewer,** International Journal of Human – Computer Studies	*IJHCS*
2022	**Conference Reviewer,** Conference on Virtual Reality and 3D User Interfaces	*IEEE VR*
2022	**Conference Reviewer,** International Symposium on Mixed and Augmented Reality	*IEEE ISMAR*