



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) dissemination 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., Ghosh, R., Vilaro, M., Venkatakrishnan, R., Venkatakrishnan, R., Maxim, A., Peng, X., Tamboli, D., & Lok, B. (2025). Alter egos alter engagement: Perspective-taking can improve disclosure quantity and depth to ai chatbots in promoting mental wellbeing. *Frontiers in Digital Health*, 7, 1655860
- [2] 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*

- [1] 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

CONFERENCE PROCEEDINGS

- [5] Ghosh, R., You, C., Venkatakrishnan, R., & Lok, B. (To appear-b). 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
- [4] Ghosh, R., You, C., Venkatakrishnan, R., & Lok, B. (To appear-a). 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
- [3] 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
- [2] 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
- [1] 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

POSTERS, ABSTRACTS, & DEMOS

- [8] 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
- [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., & Krieger, 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	<i>Illusioneering Lab, UMN</i>
Oct 2024	Conference , A sense of urgency on the sense of agency: ...	<i>IEEE ISMAR</i>
Mar 2024	Consortium , Using the Health Belief Model to Tailor Virtual Humans for Clinical Trials	<i>IEEE VR</i>
Oct 2022	Conference , Strafing gain: Redirecting users one diagonal step at a time	<i>IEEE ISMAR</i>
Sep 2022	Conference , How does a virtual human earn your trust? ...	<i>ACM IVA</i>
Oct 2019	Poster , Strafing gain: A novel redirected walking technique	<i>ACM SUI</i>

Funding Received

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

Services and Professional Activities

MENTORING

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

STUDENT VOLUNTEERING

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

REVIEWING

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