

Parker A. Williams
Research Assistant
Information Systems Department
Marriott School of Management
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EDUCATION

Bachelor of Science in Information Systems **2017**
Marriott School of Management, Brigham Young University, Provo, UT
Honors: Ivan & Janet Radman Scholarship
Darwin & Olive Gunnell Scholarship

RESEARCH STATEMENT

My research interests include human-computer interaction specifically how individuals interact with computers through input devices (the mouse, touch screens, and mobile devices). Additionally, I am interested in big data analytics, text mining, applications of virtual reality, and software development.

JOURNAL PUBLICATIONS

01. Williams, P., Jenkins, J. (forthcoming 2017) "Mobile Hands: What Your Phone Use Says About You". Brigham Young University, Journal of Undergraduate Research.
02. Williams, P., Jenkins, J. (2016) "Real-Time Webpage Adaptation for Improved User Accessibility". Brigham Young University, Journal of Undergraduate Research.

CONFERENCE PROCEEDINGS

01. Williams, Parker A.; Jenkins, Jeffrey L.; and Valacich, Joseph S., "Real-Time Hand Tremor Detection via Mouse Cursor Movements for Improved Human-Computer Interactions: An Exploratory Study" (2016). *SIGHCI 2016 Proceedings*. Paper 10. <http://aisel.aisnet.org/sighci2016/10>
02. Jenkins, J., Larsen, R., Valacich, J. S., Bodily, R., Sandberg, D., Williams, P., Stokes, S., Harris, S. (2015) "A Multi-Experimental Examination of Analyzing Mouse Cursor Trajectories to Gauge Subject Uncertainty", Americas Conference on Information Systems, Puerto Rico, August 13-15. *Best Paper Nominee*

CONFERENCE POSTERS

01. Williams, P., Jenkins, J. (2016) “Real-Time Webpage Adaptation for Improved User Accessibility”. Poster presented at the BYU President’s Leadership Council, Provo, UT.

RESEARCH IN PROGRESS

01. Hedges, A., Larsen, R., Jenkins, J., Williams, P., Sandberg, D. (2016 – Present) “Context and Learning: How Mouse Tracking Correlates with Mnemonic Discrimination”.
02. Bodily, T., Jenkins, J., Larsen, R., Williams, P., Sandberg, D. (2016 – Present) “Survey Response Fatigue: Mouse Tracking and fMRI Results”.
03. Jenkins, J., Williams, P. (2015 – Present) “MFilter: A Technique for Assessing Survey Respondent Quality through Analyzing Mouse Cursor Movements”.
04. Bodily, R., Jenkins, J., Larsen, R., Williams, P., Sandberg, D. (2014 – Present) “Analyzing Mouse-Cursor Movements to Assess User’s Response Certainty”.

TEACHING EXPERIENCE

- | | |
|---|-----------------|
| Teaching Assistant | 2016 |
| Information Systems Department, Marriott School of Management, BYU; Provo, UT | |
| Teaching Assistant for Dr. Jeffrey J. Jenkins | |
|
Teaching Assistant |
2016 |
| Digital Humanities and Technology, BYU; Provo, UT | |
| Teaching Assistant for Matthew Gibbons | |

PROFESSIONAL EXPERIENCE

- | | |
|---|---------------------------|
| Software Engineer - PHP | 2016 – Present |
| Square Compass; Lehi, UT | |
|
Research Assistant |
2014 – Present |
| Information Systems Department, Marriott School of Management, BYU; Provo, UT | |
| Research Assistant for Dr. Jeffrey J. Jenkins | |
|
Software Engineer - PHP |
2016 |
| Integrations Team, Lingotek; Lehi, UT | |
|
Software Engineer – Full Stack |
2016 |
| ClosetShop; Springville, UT | |
|
Social Media Specialist |
2015 |
| Rex Real Estate Team; Orem, UT | |

Social Media Specialist 2014 – 2015
College Nation Sports; Provo, UT

Software Engineer - Java 2014
Neuro-ID, University of Arizona; Tucson, AZ

SERVICE

Audio/Visual Coordinator, Value Added Forums 2016
New Student Mentor 2016
Journal of Replication Research Article Review under direction of Dr. Jeff Jenkins 2016

GRANTS WHICH I WAS A PRINCIPLE INVESTIGATOR (PI) OR CO-PI

Total value of monetary awards received: **\$3,000**

\$1,500 “Mobile Hands: What Your Phone Use Says About You” The Office of Research & Creative Activities, Brigham Young University. Project Funding (April 2016)

\$1,500 “Real-Time Webpage Adaptation for Improved User Accessibility”. The Office of Research & Creative Activities, Brigham Young University. Project Funding (April 2015)

GRANTS WHICH I WAS A RESEARCH ASSOCIATE LEAD

Total value of monetary awards received: **\$36,800**

“MFilter: A Technique for Assessing Survey Respondent Quality through Analyzing Mouse Cursor Movements” (2015 – Present) The Office of Research & Creative Activities, Mentoring Environment Grants, Brigham Young University. *Principle Investigators:* Dr. Jeff Jenkins. *Award Amount:* \$20,000

Description: The project involved: analyzing mouse cursor movements to determine response integrity, consistency, and quality; evaluating subject mouse cursor movements for subjective good vs. bad data quality; assess the impact of bad data on good data; developing algorithm to intelligently determine good vs bad data and flag bad data to determine effect on data set. This project was a strong demonstration of my data analysis skills. Please ask me about it.

“Measuring Uncertainty in Assessments through Mouse Tracking.” (2014 – Present) The Office of Research & Creative Activities, Mentoring Environment Grants, Brigham Young University. *Principle Investigators:* Dr. Ross Larsen, Dr. Jeff Jenkins. *Award Amount:* \$16,8000

Description: Helped design and administer experiments used for analyzing subject uncertainty in assessments. Subjectively analyzed mouse cursor movements prior to

assisting in data analysis. Presented findings at 2015 Americas Conference on Information Systems; best paper nominee.

AWARDS AND HONORS

- 2016 BYU President's Leadership Council Poster Presenter (Chosen by the President's Leadership Council) **2016**
- Americas Conference on Information Systems Best Paper Nominee **2015**

TECHNICAL SKILLS / SOFTWARE COMPETENC

I have advanced skills in the following areas:

- PHP
- JavaScript & JQuery
- HTML5/XHTML/CSS3
- Python
- VBA
- MS Word, Excel, PowerPoint

I am competent in the following areas:

- R
- Databases (Postgres)
- AJAX
- Systems analysis and design
- C#
- Tableau
- Microsoft Azure (Machine Learning)
- SQL
- AWS Cloud Computing Architecture
- Java
- Networking and Security
- C++
- Natural Language Processing
- iOS / Swift3