Javaria Hassan

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Languages and Frameworks

• Most Experience: Python • JavaScript • C++ • HTML5/CSS3

• Some Experience: Haskell • Golang • PHP • SQL

• Frameworks: Flask • Vue.js • Node.js • React Native

Education

Harvard University Master of Education in Learning Design, Innovation, and Technology. CGPA 4.00.	09/2021 – 05/2022 Massachusetts, US
Massachusetts Institute of Technology Cross-Registered Student at the Media Lab, Affective Computing Group	09/2021 – 12/2021 Massachusetts, US
Lahore University of Management Sciences (LUMS) Bachelor of Science in Computer Science.	09/2016 – 05/2020 Lahore, Pakistan

Work Experience

• Graduate Research Assistant at the Learning, Innovation and Technology Lab at Harvard University

CGPA 3.51, Major GPA 3.76. Graduation with High Merit.

06/2020 – Present Massachusetts, US

Project Lead, Multimodal Data Toolkit Web Application. mmla.gse.harvard.edu

- Led the development of a data-collection web application for a team consisting of 4 engineers and a designer to transform an in-person Data Science class experience to a fully online format during the COVID pandemic.
- Developed the tools on the web app using HTML5, CSS3, VanillaJS, Tensorflow.js, Python, Flask, and OpenCV.
- Cut down classroom costs from \$2000+ in physical sensors to \$0 in webcam-based sensing in the browser using JavaScript Machine Learning models.
- Spearheaded the product launch; the app has now been used by 100+ Harvard graduate students.

Project Lead, Learning Portal Web Application. lp.gse.harvard.edu (Restricted to Harvard network)

- Led the development of an educational web application for a semester-long Multimodal Analytics course offered to Harvard graduate students. The app provides video lectures to students and consensually captures their physiological and emotional data in the background for research purposes.
- Built the MVP from the ground up within a 1-month deadline.
- Computed measures of joint visual attention, joint emotional response, and joint body movement between students and the instructor to test the mediatory effect of these measures on learning.

• User Experience Engineer at Data Science Dojo

10/2020 - 05/2021

- Co-led the redesign of the company's LMS and spearheaded all design elements and brand consistency.
- Worked with PHP, SQL, Azure Web Hosting, and Azure Media Services.
- Implemented A/B testing to determine the reasoning behind customers' training services choices, and suggested solutions to improve underperforming services.
- Studied trends and user feedback, and extrapolated data with Python to understand customer needs and present key insights to management.

Project Lead, Analysis of Gender Bias in Pakistan's Print Media

- Trained **word embeddings** on 0.2 million news articles and used vector-similarity measures to demonstrate how the Pakistani media perpetuates gender stereotypes.
- Worked using Google Colab, Pandas, NumPy, Scikit-learn, and Gensim Python libraries, and Vue.js frontend.

Team Member, Analysis of Machine-Text Generation and Discrimination Models

Collaborated with professors from the University of Iowa to study neural language models and their potential to propagate misinformation.

- Conducted a systematic analysis of reviews posted on federal agency websites and e-commerce marketplaces to examine the possibility of reputation fraud using language models.
- Evaluated discriminatory models on (1) text samples with various stylometric features and (2) text samples generated by differently configured models.

Selected Course Projects

Studying Parent Nonverbal Cues in Children's Engagement During Dialogic Reading
Under the supervision of **Professor Rosalind Picard**

09/2021 - 12/2021

- Conducted a quantitative and qualitative analysis of the DAMI-P2C (Dyadic Affect in Multimodal Interaction Parent to Child) dataset to better inform a child's engagement during reading tasks.
- Designed a model that achieves 64.8% accuracy with a simple linear model and standardization of the parent's body pose features.

Project Lead, 3D-Sound Shooting Game for the Visually Impaired

09/2018 - 12/2018

Worked in a group of 5 to design a mobile game for visually impaired people in a participatory design process.

- Worked with 35 visually impaired participants in user research, design, and evaluation.
- Conducted interviews, contextual inquiry, and design workshops.
- Worked on low-fidelity prototyping, user flows, Unity development, and user testing.

Undergraduate Teaching Assistant

09/2018 - 12/2019

Advanced Programming Course

Designed a programming exam for 156 students on **asynchronous programming** in **Vue.js**. Supported students' learning of **functional programming** in **Haskell** and **concurrent programming** in **Golang**.

- Introduction to Programming Course
 - Supervised weekly labs for 100 students on programming exercises in C++.
- Human-Computer Interaction Course

Supervised classroom activities and conducted weekly progress meetings with student groups.

Awards and Publications

- "Augmenting Social Science Research with Multimodal Data Collection," MDPI Sensors, 2022.
- "Multimodal Data Collection Made Easy: The EZ-MMLA Toolkit," Learning Analytics and Knowledge, 2021.
- Winner: Futures Forum on Learning: Tools Competition by **Schmidt Futures**, 2021.

 Received \$25,000 out of 900 competing teams to develop technological tools to support

Received \$35,000 out of 900 competing teams to develop technological tools to support data science literacy.

• Speaker: "Using Multimodal Data to Prepare the Next Generation of Data Scientists", **Computer-Supported Collaborative Learning** in Times of Crisis Webinar Series, 2021.

Extracurriculars

• Director of Resource Centre, Harvard EdTech Association

09/2021 - Present

• **Design Lead**, Pakistani Women in Computing Organization, New England and Lahore Chapter.

06/2020 – Present

• Creative Director, PsiFi, the biggest Science Olympiad in Pakistan.

12/2020