

Education

Stanford University B.S. '14 Conferred with Departmental Honors, M.S. '15 Candidate

Symbolic Systems (Human-Computer Interactions Concentration), Asian American Studies Minor

Relevant Coursework: Programming Abstractions (CS106A), Programming Methodology (CS106B), Computer Organization and Systems (CS107), Computer Systems (CS 110), Intro to Human-Computer Interaction Design (CS147), Web Applications (CS 142), Intro to Cognitive Science (SymSys100), Research Topics in Human-Computer Interaction (CS376), Computer Consulting (CS196), Mind, Matter & Meaning (Phil 80), Philosophy of Neuroscience (Phil 167D), Intro to Semantics and Pragmatics (Linguist 130A)

Experience

- Stanford University – Symbolic Systems Program (Teaching Assistant) Fall 2014 (Present)
TA for SymSys 100 (Minds and Machines) – an intro Cognitive Science course. Lead weekly discussion section.
- Stanford University HCI Group (Research Assistant) June 2014–September 2014
Pushing towards “Flash Organizations,” scaling up capabilities of the expert crowd. Combining HCI and organizational behavior research to examine how the expert crowd can come together like an org.
- Stanford Residences (Residential Computer Consultant) September 2013–Present
- Stanford University HCI Group (Summer CURIS Intern) June 2013–September 2013
Created Foundry, an interactive online tool for authoring and managing Flash Teams. See Projects.
- Bing Overseas Program (Head Student Advisor) June 2012–Present
Some management of student advisors, organizing outreach events, panels, etc.
- Bing Overseas Program (Beijing Student Advisor) September 2012 – June 2012
- Stanford University Symbolic Systems Department (Intern) June 2012 – September 2012
Worked jointly with the SymSys Program and the MLK Jr. Institute designing a collaborative history online platform to engage a wide audience with digital history. Designed research studies based on project.

Skills

- Development Experience
 - HTML5, JavaScript, CSS, jQuery, D3
 - C++, Java, C
 - Limited: Python, R, Ruby, Rails
- Research
- Team Management/Coordination
- Rapid Keynote/Paper Prototyping and Testing
- User Interface Design

Projects

- Symbolic Systems Honors – “Foundry: Managing Teams of Experts Online”* September 2012–June 2014
Foundry has gone through iterative design, runs on Rails, and uses the Twitter Bootstrap, jQuery, and D3 libraries. For Honors, had total ownership over the platform including: design, implementation, and UX testing. Allows user to author and run teams of on-demand teams of expert crowd workers. Ran controlled study of non-expert ability to use platform to create project teams. Managed team of four research assistants who developed new features as we expanded.
- “School Source” Content Management App (For CS 147 – Intro to HCI Design)* Fall 2012
Developed mobile school administrative system on a team of three. Worked with local private high school to meet needs that arose from recent intro of mobile tech in the classroom. Rapidly prototyped many interfaces after user testing. Designed with jQuery Mobile and ran with Rails.

Publications

- Retelny, Daniela, Sébastien Robaszkiewicz, **Alexandra To**, Walter Lasecki, Jay Patel, Tulsee Doshi, Melissa Valentine, Michael Bernstein. *Expert Crowdsourcing with Flash Teams*. Proc. UIST '14, 2014. *Best Paper Award