

Education

Carnegie Mellon University, Human-Computer Interaction Institute, Ph.D. Student (Current)

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

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

Relevant Coursework: Computer Organization and Systems (CS107), Computer Systems (CS 110), Intro to

Human-Computer Interaction Design (CS147), Web Applications (CS 142), Research Topics in Human-

Computer Interaction (CS376), Computer Consulting (CS196), Cognition in Interaction Design (SymSys 245)

Experience

- Carnegie Mellon University – Research Assistant July 2015–September 2015
WearWrite – shepherding the crowd through a smart watch. Develop front end of interface, design and run study
- Stanford University – CS (**Course Assistant** – CS 547 HCI Seminar) Winter 2015, Spring 2015
- Stanford University – Symbolic Systems Program (**Teaching Assistant**) Fall 2014
TA for SymSys 100 (Minds and Machines) – an intro Cognitive Science course. Lead weekly discussion section.
- Stanford University HCI Group (**Research Assistant**) June 2014–June 2015
Pushing towards “Flash Organizations,” scaling up capabilities of the expert crowd. Combining HCI and organizational behavior research to examine how the online expert crowd can come together like an org.
- Stanford Residences (**Residential Computer Consultant**) September 2013–June 2015
- 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–June 2015
Managing student advisors, organizing outreach events, panels, etc. Previously Beijing SA. (Sept.–Jun. 2012)
- Stanford University Symbolic Systems Department (**Research 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++, C, Java
 - Limited: Python, R, Ruby, Rails
- Research, Paper Writing
- Team Management/Coordination
- Rapid Keynote/Paper Prototyping and Testing
- User Interface Design / UX Research

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 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 study of non-expert ability to use platform to create project teams. Managed team of 4 research interns who developed new features.
- “School Source” Content Management App (For CS 147 – Intro to HCI Design) Fall 2012
Designed and developed mobile school administrative system on a team of three. Worked with local private high school. Rapidly prototyped interfaces after user testing. Rails app w/ jQuery Mobile.

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