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EDUCATION	Stanford University Massachusetts Institute of Technology	PhD BS+MEng	Computer Science Computer Science	GPA: 4.0/4.0 GPA: 5.0/5.0	2013 – now 2008 – 2013		
INDUSTRY EXPERIENCE	Microsoft Research – Research Intern, Redmond – work published at CSCW 2017  Microsoft Research – Research Intern, Beijing – work published at CHI EA 2015  Summer 2014						
	<b>Google Research</b> – Software Engineering Intern, Mountain View Summer 2013  Developed a machine learning system for detecting taps on the phone bezel, for use in Android input methods.						
	<b>Google</b> – Software Engineering Intern, Mountain View  Summer 2012  Developed an NLP system to detect vocabulary and generate glossaries from book text (used MapReduce).						
	<b>Google</b> – Software Engineering Intern, M Developed a machine learning system to		ality of user reviews, 1	now deployed or	Summer 2011 Google Play.		
	<b>Microsoft</b> – Software Development Engin <b>Google</b> – Summer of Code – worked on I				Summer 2010 Summer 2009		
RESEARCH HIGHLIGHTS	Large-scale Data Science Experiments HabitLab (https://habitlab.stanford.edu) is a that I built. I have used it to conduct a var • Predicted changes in users' interven • Analyzed time redistribution effects • Analyzed effects of rotating interven • Personalized interventions to each to • Predicted time spent on webpages, but	an online experiety of data so tion preferences caused by in- entions on effections on effections	erimentation platform ience experiments and es over time (using LS terventions (using min ctiveness and attrition effectiveness (using r	with 12,000+ dd machine learning TTM networks; xed models; R/F (cox regression einforcement le	aily active users ing work: Python/PyTorch) Python/SciPy) and LMM; R) arning; Python)		
	Effects of In-Video Quizzes on MOOC L  • A large-scale data mining analysis analyzing effects of in-video quizze	of Coursera's	in-video interaction lo	ogs in Machine L	earning courses,		
OPEN-SOURCE PROJECTS	UNetbootin (LiveUSB Creator) – http://unetbootin.github.io/ https://en.wikipedia.org/wiki/UNetbootin 40 million downloads. UNetbootin creates bootable USB flash drives for various (50+) Linux distributions.						
	Ubuntu Installer for Windows (Wubi) https://en.wikipedia.org/wiki/Wubi_(software) Now part of Ubuntu. Built the first versions of Wubi, which allows Ubuntu to be installed from Windows.						
TEACHING Experience	Natural Language Processing (6.863) at Human Computer Interaction Research (C Understanding Users (CS 377U) at Stanfo	CS 376) at Star	nford – Teaching Assi	stant	Fall 2012 Fall 2018 Spring 2019		
Relevant Coursework	Deep Learning (CS 230), Natural Language Processing (6.864, 6.863), Artificial Intelligence (6.034), Darmining (CS 224w), Statistical Models (6.804), Statistics (18.440), Linear Algebra (18.700), Security (6.857 Bioinformatics (6.047), HCI (6.803), Algorithms (6.006, 6.046), Linguistics (24.900), Compilers (CS 143)						
SKILLS AND TECHNOLOGIES	Programming: Python, R, JavaScript, C/C++, Java, Scala, C#, Ruby, TypeScript, CoffeeScript, Haskell, Bash Machine Learning: PyTorch, scikit-learn, Keras, TensorFlow, Deep Learning (RNN/LSTM/CNN/GAN), RL Natural Language Processing: NLTK, skip-grams, word2vec, GloVe, Attention Networks, HMM, PCFG Data Mining: NumPy, SciPy, Pandas, NetworkX, Hadoop, MapReduce, H2O, SQL, NoSQL (MongoDB/Redis) Data Science: Mixed models, Survival analysis, Experiment design, A/B testing, Multi-armed bandits, mTurk Data Analysis: Jupyter, RStudio, Visualization (D3.js/ggplot2/Plotly/Bokeh), Clustering, Sentiment Analysis Full-Stack Engineering: Node.js, Flask, MongoDB, Redis, PostgreSQL, Flow, Webpack, Vagrant, AWS EC2 Web + Mobile: HTML/CSS/JS, Polymer, React, Android (Java, Cordova, NativeScript), Responsive Design						
AWARDS AND HONORS	Stanford Human-Centered AI Grant (for a National Defense Science and Engineerin National Science Foundation Graduate Rollst place, Most Useful, ACM UIST (User 1st place, ACM CHI (Conference on Human 1st place)	ig Graduate Fe esearch Fellow Interface Softwa	ellowship, 2013 vship, 2013 are and Technology) Stu	udent Innovation			

 $1^{st} \ place, \ ACM \ CHI \ (Conference \ on \ Human \ Factors \ in \ Computing \ Systems) \ Student \ Research \ Competition, \ 2012$ 

1st place, MIT Autonomous Robotics Competition (Maslab), 2010

JOURNAL AND Conference PAPERS

Geza Kovacs, Drew Mylander Gregory, Zilin Ma, Zhengxuan Wu, Golrokh Emami, Jacob Ray, Michael Bernstein. "Conservation of Procrastination: Do Productivity Interventions Save Time Or Just Redistribute It?" ACM annual conference on Human Factors in Computing Systems (CHI) 2019.

Geza Kovacs, Zhengxuan Wu, Michael Bernstein. "Rotating Online Behavior Change Interventions Increases Effectiveness But Also Increases Attrition." ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2018.

Rajan Vaish, Neil Gaikwad, Geza Kovacs, Andreas Veit, Ranjay Krishna, Imanol Arrieta Ibarra, Camelia Simoiu, Michael Wilber, Serge Belongie, Sharad Goel, James Davis, Michael Bernstein. "Crowd Research: Open and Scalable University Laboratories." ACM Symposium on User Interface Software and Technology (UIST) 2017.

Kiley Sobel, Geza Kovacs, Galen McQuillen, Andrew Cross, Nirupama Chandrasekaran, Nathalie Riche, Ed Cutrell, Meredith Morris. "EduFeed: A Social Feed to Engage Preliterate Children in Educational Activities." ACM annual conference on Computer Supported Collaborative Work (CSCW) 2017.

Geza Kovacs. "Effects of In-Video Quizzes on MOOC Lecture Viewing." ACM annual conference on Learning at Scale (L@S) 2016.

Geza Kovacs and Robert C. Miller. "Smart Subtitles for Vocabulary Learning." ACM annual conference on Human Factors in Computing Systems (CHI) 2014.

PEER-REVIEWED EXTENDED **ABSTRACTS** 

Stanford Crowd Research, Geza Kovacs, Rajan Vaish, Michael Bernstein. "Daemo: A Self-Governed Crowdsourcing Marketplace". ACM Symposium on User Interface Software and Technology (UIST) 2015, Poster.

Geza Kovacs. "FeedLearn: Using Facebook Feeds for Microlearning." ACM annual conference on Human Factors in Computing Systems (CHI) 2015, Extended Abstracts.

Geza Kovacs. "QuizCram: A Question-Driven Video Studying Interface." ACM annual conference on Human Factors in Computing Systems (CHI) 2015, Extended Abstracts.

Joseph Jay Williams, Geza Kovacs, Caren Walker, Samuel G Maldonado, Tania Lombrozo. "Learning Online via Prompts to Explain." ACM annual conference on Human Factors in Computing Systems (CHI) 2014, Extended Abstracts.

Geza Kovacs and Robert C. Miller. "Foreign Manga Reader: Learn Grammar and Pronunciation while Reading Comics." ACM Symposium on User Interface Software and Technology (UIST) 2013, Demo.

Geza Kovacs. "Smart Subtitles for Language Learning." ACM annual conference on Human Factors in Computing Systems (CHI) 2013, Extended Abstracts.

Geza Kovacs. "ScreenMatch: providing context to software translators by displaying screenshots." ACM annual conference on Human Factors in Computing Systems (CHI) 2012, Extended Abstracts.

PRESS COVERAGE HabitLab FOR MY PROJECTS

Wired: HabitLab Browser Extension Curbs Your Time Wasted on the Web (Jan 28, 2019) The New York Times: Finding it Hard to Focus? Maybe It's Not Your Fault (Aug 14, 2018) Lifehacker: Be More Mindful of the Time You Waste Online With HabitLab (Aug 5, 2018)

### Crowd Research / Daemo

Wired: Amazon Mechanical Turk Workers Have Had Enough (Aug 23, 2017)

#### UNetbootin

Forbes: How To Try Linux Without Making Any Changes To Your PC (Sep 18, 2018) Lifehacker: How to Get Started With the Ubuntu Linux Distro (Nov 17, 2017)

## Wubi

Ars Technica: Wubi arrives: a look at Ubuntu 8.04 alpha 5 (Feb 24, 2008)

Lifehacker: Install Ubuntu on a Windows Netbook, No Partitioning Needed (May 19, 2010)