

**Geza Kovacs****geza@cs.stanford.edu****gkovacs.com**

EDUCATION	<b>Stanford University</b> PhD Computer Science GPA: 4.0/4.0 2013 – now <b>Massachusetts Institute of Technology</b> BS+MEng Computer Science GPA: 5.0/5.0 2008 – 2013
INDUSTRY EXPERIENCE	<b>Microsoft Research</b> – Research Intern, Redmond – published at CSCW 2017 (EduFeed) Summer 2015 <b>Microsoft Research</b> – Research Intern, Beijing – published at CHI EA 2015 (QuizCram) Summer 2014 <b>Google – Software Engineering Intern</b> , Mountain View Summer 2013 Developed a machine learning system for detecting taps on the phone bezel, for use in Android input methods. <b>Google – Software Engineering Intern</b> , Mountain View Summer 2012 Developed an NLP model to detect vocabulary and generate glossaries from book text (used MapReduce). <b>Google – Software Engineering Intern</b> , Mountain View Summer 2011 Developed a machine learning model to predict the quality of user reviews of Android apps. <b>Microsoft Corporation</b> , Redmond – Software Development Engineer Intern Summer 2010 <b>Google Summer of Code</b> – FFMpeg (open-source video transcoding library) Summer 2009
RESEARCH HIGHLIGHTS	<b>HabitLab: Large-scale Online Behavior Change Experiments</b> – published at CHI 2019 and CSCW 2018 HabitLab is an online experimentation platform with <i>12,000+ daily active users</i> that I developed during my PhD at Stanford. I have used it to conduct a variety of experiments, data science, and machine learning work: <ul style="list-style-type: none"> <li>• Predicted changes in users’ intervention preferences over time (using <b>LSTM networks</b>; Python/PyTorch)</li> <li>• Analyzed time redistribution effects caused by interventions (using <b>mixed models</b>; R/Python/SciPy)</li> <li>• Analyzed effects of rotating interventions on effectiveness and attrition (<b>cox regression and LMM</b>; R)</li> <li>• Personalized interventions to each user based on effectiveness (using <b>reinforcement learning</b>; Python)</li> <li>• Predicted time spent on webpages, based on browsing visit history data (using <b>random forests</b>; Python/H2O)</li> </ul> Effects of In-Video Quizzes on MOOC Lecture Viewing – published at Learning at Scale 2016 <ul style="list-style-type: none"> <li>• A large-scale data analysis of Coursera’s in-video interaction logs across Machine Learning courses, analyzing effects of in-video quizzes on users’ video watching and seeking behaviors (Python/Pandas)</li> </ul>
OPEN-SOURCE PROJECTS	<b>UNetbootin (LiveUSB Creator)</b> – <a href="http://unetbootin.github.io/">http://unetbootin.github.io/</a> <a href="https://en.wikipedia.org/wiki/UNetbootin">https://en.wikipedia.org/wiki/UNetbootin</a> <i>40 million downloads.</i> UNetbootin creates bootable USB flash drives for various (50+) Linux distributions.  <b>Ubuntu Installer for Windows (Wubi)</b> <a href="https://en.wikipedia.org/wiki/Wubi_(software)">https://en.wikipedia.org/wiki/Wubi_(software)</a> <i>Now part of Ubuntu.</i> Built the first versions of Wubi, which allows Ubuntu to be installed from Windows.
TEACHING EXPERIENCE	<b>Understanding Users (CS 377U)</b> at Stanford – Teaching Assistant Spring 2019 <b>Human Computer Interaction Research (CS 376)</b> at Stanford – Teaching Assistant Fall 2018 <b>Natural Language Processing (6.863)</b> at MIT – Teaching Assistant Fall 2012
RELEVANT COURSEWORK	<b>Deep Learning (CS 230)</b> , <b>Natural Language Processing (6.864+6.863)</b> , AI (6.034), HCI (6.803), Network Analysis (CS 224w), Computational Cognitive Science (6.804), Computational Biology (6.047), Computer Security (6.857), Compilers (CS 143), Algorithms (6.006+6.046), Linear Algebra (18.700), Probability (18.440)
SKILLS AND TECHNOLOGIES	<b>Machine Learning:</b> PyTorch, sklearn, Keras, TensorFlow, H2O, RL, Deep Learning (RNN/LSTM/CNN/GAN) <b>Data Mining:</b> NumPy, SciPy, Pandas, NLTK, NetworkX, MapReduce, CUDA, SQL, NoSQL (MongoDB/Redis) <b>Data Science:</b> Mixed models, Survival analysis, Experiment design, A/B testing, Multi-armed bandits, NLP <b>Data Visualization:</b> D3.js, ggplot2, Plotly, Bokeh, Chartjs, matplotlib, Jupyter, RStudio Web Development: HTML/CSS/JS, Node.js, Flask, Polymer, React, Flow, MongoDB, PostgreSQL, EC2 Mobile Development: Cross-platform JS (Cordova, NativeScript), Android (Java), Responsive Web Design Programming Languages: Python, JavaScript, R, Java, C, C++, C#, Scala, Ruby, CoffeeScript, Haskell, Bash
AWARDS AND HONORS	Stanford Human-Centered AI Grant (for my research project HabitLab), 2018 National Defense Science and Engineering Graduate Fellowship, 2013 National Science Foundation Graduate Research Fellowship, 2013 1 <sup>st</sup> place, Most Useful, ACM UIST (User Interface Software and Technology) Student Innovation Contest, 2012 1 <sup>st</sup> place, ACM CHI (Conference on Human Factors in Computing Systems) Student Research Competition, 2012 1 <sup>st</sup> place, MIT Autonomous Robotics Competition (Maslab), 2010

**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.

Stanford Crowd Research, **Geza Kovacs**, Rajan Vaish, Michael Bernstein. “Daemon: 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.