

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

EDUCATION	<b>Stanford University</b>		
	PhD, Computer Science	GPA: 4.0/4.0	Advisor: Michael Bernstein 2013 – now
	<b>Massachusetts Institute of Technology</b>		
	MEng, Computer Science	GPA: 4.9/5.0	Advisor: Rob Miller 2012 – 2013
	BS, Computer Science	GPA: 5.0/5.0	2008 – 2012
INDUSTRY EXPERIENCE	<b>Microsoft Research – Research Intern, Redmond</b>		Summer 2015
	<b>Microsoft Research – Research Intern, Beijing</b>		Summer 2014
	<b>Google – Software Engineering Intern, Mountain View</b>	Summer 2011; Summer 2012; Summer 2013	
	<b>Microsoft Corporation – Software Development Engineer Intern, Redmond</b>		Summer 2010
	<b>Google – Summer of Code, FFmpeg (video transcoding library)</b>		Summer 2009
RESEARCH HIGHLIGHTS	<b>HabitLab: Large-scale Online Behavior Change Experiments (published at CHI 2019 and CSCW 2018)</b>		
	HabitLab is an online experimentation platform I developed during my PhD at Stanford with 12,000+ <i>daily active users</i> , which I have used 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>		
	<b>Effects of In-Video Quizzes on MOOC Lecture Viewing (published at Learning at Scale 2016)</b>		
	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 (implemented in Python).		
	EduFeed: A Social Feed to Engage Preliterate Children in Educational Activities (published at CSCW 2017)		
	Smart Subtitles for Foreign Language Learning (published at CHI 2014)		
	FeedLearn: Microlearning in Facebook Feeds (published at CHI 2015 EA)		
	QuizCram: Question-Driven Video Viewing (published at CHI 2015 EA)		
OPEN-SOURCE PROJECTS	<b>UNetbootin (LiveUSB Creator)</b>		January 2007 – now
	Built a utility to create bootable USB flash drives for a variety (50+) of Linux distributions. 40 million downloads, <a href="http://unetbootin.github.io/">http://unetbootin.github.io/</a>		
	<b>Wubi (Ubuntu Installer for Windows)</b>		November 2006 – August 2007
	Built the first versions of Wubi, which allows Windows users to safely install Ubuntu without repartitioning. Now part of Ubuntu and ships on the official Ubuntu CD, <a href="http://wubi.sourceforge.net/">http://wubi.sourceforge.net/</a>		
RELEVANT COURSEWORK	Deep Learning (CS 230), Natural Language Processing (6.864+6.863), AI (6.034), Network Analysis (CS 224W), Computational Cognitive Science (6.804), Computational Biology (6.047), HCI (6.803), Computer Security (6.857), Compilers (CS 143), Algorithms (6.006+6.046), Linear Algebra (18.700), Probability (18.440)		
SKILLS AND TECHNOLOGIES	<b>Programming Languages:</b> Python, JavaScript, R, Java, C, C++, C#, Scala, Ruby, CoffeeScript, Haskell, Bash <b>Machine Learning:</b> PyTorch, sklearn, Keras, TensorFlow, H2O, RL, Deep Learning (RNN/LSTM/CNN/GAN) <b>Data Mining:</b> Jupyter, NumPy, SciPy, Pandas, NLTK, NetworkX, MapReduce, Mongo, SQL, ggplot2, Plotly <b>Data Science:</b> Mixed models, Survival analysis, Experiment design, A/B testing, Multi-armed bandits, NLP <b>Web Development:</b> HTML/CSS/JS, Node.js, Flask, Polymer, D3.js, React, Flow, Webpack, MongoDB, Redis <b>Mobile Development:</b> Cross-platform JS (Cordova, NativeScript), Android (Java), Responsive Web Design		
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		

TEACHING  
EXPERIENCE

**Teaching Assistant – Understanding Users (CS 377U) at Stanford**

*Spring 2019*

**Teaching Assistant – Human Computer Interaction Research (CS 376) at Stanford**

*Fall 2018*

**Teaching Assistant – Natural Language Processing (6.863) at MIT**

*Fall 2012*

**Instructor – Introduction to C++ IAP (6.096) at MIT**

*January 2011*

My lectures and teaching materials for this course are available on MIT OpenCourseWare:

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-096-introduction-to-c-january-iap-2011>

**Software Director – MASLAB Mobile Autonomous Systems Lab (6.186) at MIT**

*January 2011*

Gave lectures on computer vision and managed the software stack for an autonomous robotics competition.

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. “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.