

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

EDUCATION	Stanford University	PhD	Computer Science	GPA: 4.0/4.0	2013 – now
	Massachusetts Institute of Technology	BS+MEng	Computer Science	GPA: 5.0/5.0	2008 – 2013
INDUSTRY EXPERIENCE	Microsoft Research – Research Intern, Redmond				Summer 2015
	Designed and built an educational social feed app usable by pre-literate children. Published at CSCW 2017.				
	Microsoft Research – Research Intern, Beijing				Summer 2014
	Built a quiz-driven MOOC lecture viewer that improved learning outcomes. Published at CHI EA 2015.				
	Google Research – 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.				
	Google – Software Engineering Intern, Mountain View				Summer 2012
RESEARCH HIGHLIGHTS	Developed an NLP system to detect vocabulary and generate glossaries from book text (used MapReduce).				
	Google – Software Engineering Intern, Mountain View				Summer 2011
	Developed a machine learning system to predict the quality of user reviews, now deployed on Google Play.				
	Microsoft – Software Development Engineer Intern, Redmond – worked on compilers				Summer 2010
	Google – Summer of Code – worked on FFmpeg (open-source video transcoding library)				Summer 2009
	HabitLab: Personalized Interventions for Better Online Habits – published at CHI 2019 and CSCW 2018				
	I built HabitLab (http://habitlab.stanford.edu/), an app for Chrome + Android with <i>12,000+ daily active users</i> which helps users reduce time online. I used HabitLab for a variety of machine learning and data science work:				
OPEN-SOURCE PROJECTS	<ul style="list-style-type: none"> • Predicted changes in users' intervention preferences over time (using LSTM Networks; Python/PyTorch) • Analyzed time redistribution effects caused by interventions (using Mixed Models; R/Python/SciPy) • Analyzed effects of rotating interventions on effectiveness and attrition (Cox Regression and LMM; R) • Personalized interventions to each user based on effectiveness (using Reinforcement Learning; Python) • Predicted time spent on webpages, based on browsing visit history data (using Random Forests; Python/H2O) 				
	Effects of In-Video Quizzes on MOOC Lecture Viewing – published at Learning at Scale 2016				
	<ul style="list-style-type: none"> • A large-scale data mining analysis of Coursera's in-video interaction logs in Machine Learning courses, analyzing effects of in-video quizzes on users' video viewing and seeking behavior (Python/Hadoop/Pandas) 				
	Smart Subtitles for Foreign Language Learning – published at CHI 2014				
	EduFeed: A Social Feed to Engage Preliterate Children in Educational Activities – published at CSCW 2017				
	FeedLearn: Microlearning in Facebook Feeds – published at CHI EA 2015				
	QuizCram: Question-Driven Video Viewing – published at CHI EA 2015				
RELEVANT COURSEWORK	GrammarVis: Visualizing the Grammar of Foreign Languages – published at UIST 2013 demo				
	ScreenMatch: Visual Context for Software Translators – published at CHI EA 2012				
SKILLS AND TECHNOLOGIES	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.				
	Deep Learning (CS 230), Natural Language Processing (6.864, 6.863), Artificial Intelligence (6.034), Data Mining (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)				
	Programming: Python, JavaScript, C/C++, R, Java, Scala, C#, Ruby, TypeScript, CoffeeScript, Haskell, Bash				
	Machine Learning: PyTorch, sklearn, Keras, TensorFlow, H2O, RL, Deep Learning (RNN/LSTM/CNN/GAN)				
	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				
	Web Development: HTML/CSS/JS, Node.js, Flask, Polymer, D3.js, React, Flow, Webpack, MongoDB, Redis				
	Mobile Development: Cross-platform JS (Cordova, NativeScript), Android (Java), Responsive Web Design				

AWARDS AND HONORS	National Defense Science and Engineering Graduate Fellowship, 2013	
	National Science Foundation Graduate Research Fellowship, 2013	
	Finalist and Honorable Mention, MIT Web Programming Competition (6.470), 2013	
	1 st place, Most Useful, ACM UIST (User Interface Software and Technology) Student Innovation Contest, 2012	
	1 st place, ACM CHI (Conference on Human Factors in Computing Systems) Student Research Competition, 2012	
TEACHING EXPERIENCE	1 st place, MIT Autonomous Robotics Competition (Maslab), 2010	
	Understanding Users (CS 377U) – Teaching Assistant, at Stanford	<i>Spring 2019</i>
	Human Computer Interaction Research (CS 376) – Teaching Assistant, at Stanford	<i>Fall 2018</i>
	Natural Language Processing (6.863) – Teaching Assistant, at MIT	<i>Fall 2012</i>
	Introduction to C++ IAP (6.096) – Instructor, at MIT	<i>January 2011</i>
JOURNAL AND CONFERENCE PAPERS	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	
	MASLAB Mobile Autonomous Systems Lab (6.186) – Software Director, at MIT	<i>January 2011</i>
	Gave lectures on computer vision and managed the software stack for an autonomous robotics competition.	
	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.	
PEER-REVIEWED EXTENDED ABSTRACTS	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.	