

**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
	Designed and build educational social feed for teaching literacy and mathematics. Published at CSCW 2017.		
	<b>Microsoft Research – Research Intern, Beijing</b>		Summer 2014
	Designed and built a quiz-directed lecture viewer to improve learners' engagement with in-video quizzes.		
	<b>Google – Software Engineering Intern, Mountain View</b>		Summer 2013
	Designed and built novel text input methods on Android phones and tablets.		
	<b>Google – Software Engineering Intern, Mountain View</b>		Summer 2012
	Designed and built a system to detect and provide definitions for specialized vocabulary in books.		
	<b>Google – Software Engineering Intern, Mountain View</b>		Summer 2011
	Developed a system to predict the quality of user reviews on the Android Marketplace (now Google Play).		
	<b>Microsoft Corporation – Software Development Engineer Intern, Redmond</b>		Summer 2010
	<b>Google – Summer of Code, FFmpeg (video transcoding library)</b>		Summer 2009
RESEARCH EXPERIENCE	<b>Stanford HCI Group – PhD student.</b>	Leading the following research projects:	Fall 2013 – now
	<b>HabitLab: Personalized Interventions for Better Online Habits</b> (published at <b>CHI 2019</b> and <b>CSCW 2018</b> )		
	HabitLab is a Chrome extension and Android app which helps users achieve goals like reducing time on Facebook/Youtube, by deploying various interventions and determining which are most effective for users. 12,000+ daily active users, <a href="http://habitlab.stanford.edu/">http://habitlab.stanford.edu/</a>		
	<b>EduFeed: A Social Feed to Engage Preliterate Children in Educational Activities</b> (published at <b>CSCW 2017</b> )		
	<b>Effects of In-Video Quizzes on MOOC Lecture Viewing</b> (published at <b>L@S 2016</b> )		
	<b>FeedLearn: Microlearning in Facebook Feeds</b> (published at CHI 2015 EA)		
	<b>QuizCram: Question-Driven Video Viewing</b> (published at CHI 2015 EA)		
	<b>MIT UID Group – Undergraduate/MEng research.</b>	Led the following projects:	Fall 2011 – Spring 2013
	<b>Smart Subtitles for Foreign Language Learning</b> (published at <b>CHI 2014</b> )		
	<b>GrammarVis: Visualizing the Grammar of Foreign Languages</b> (published at UIST 2013 demo)		
	<b>ScreenMatch: Visual Context for Software Translators</b> (published at CHI 2012 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>		
SKILLS AND TECHNOLOGIES	<b>Programming Languages:</b> Python, JavaScript, C, C++, C#, Java, CoffeeScript, Ruby, Bash (shell script), R		
	<b>Data Science:</b> Numpy, Pandas, Jupyter, R, A/B testing, Multi-armed bandit, LMM, ANOVA, Cox regression		
	<b>Machine Learning:</b> PyTorch, TensorFlow, sklearn, Deep Learning (RNN, LSTM, CNN, GAN), NLP, RL		
	<b>Backend Development:</b> Node.js (Express, Koa), Flask, MongoDB, PostgreSQL, Redis, EC2, Google Cloud		
	<b>Frontend Development:</b> HTML, CSS, JS, Polymer, React, CoffeeScript, LiveScript, TypeScript, Flow, Sass		
	<b>Mobile Development:</b> Cross-platform (Cordova, NativeScript, React Native) and Android (Java)		
	<b>Languages:</b> Fluent English and Chinese (Mandarin). Intermediate Hungarian, Vietnamese, Japanese, Spanish.		

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 <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	
TEACHING EXPERIENCE	1 <sup>st</sup> place, MIT Autonomous Robotics Competition (Maslab), 2010	
	<b>Teaching Assistant – Understanding Users (CS 377U) at Stanford</b>	<i>Spring 2019</i>
	<b>Teaching Assistant – Human Computer Interaction Research (CS 376) at Stanford</b>	<i>Fall 2018</i>
	<b>Teaching Assistant – Natural Language Processing (6.863) at MIT</b>	<i>Fall 2012</i>
	<b>Instructor – Introduction to C++ IAP (6.096) at MIT</b>	<i>January 2011</i>
JOURNAL AND CONFERENCE PAPERS	My lectures and teaching materials for this course are available on MIT OpenCourseWare: <a href="http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-096-introduction-to-c-january-iap-2011">http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-096-introduction-to-c-january-iap-2011</a>	
	<b>Software Director – MASLAB Mobile Autonomous Systems Lab (6.186) at MIT</b>	<i>January 2011</i>
	Gave lectures on computer vision and managed the software stack for an autonomous robotics competition.	
	<b>Geza Kovacs</b> , 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.	
	<b>Geza Kovacs</b> , 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, <b>Geza Kovacs</b> , 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, <b>Geza Kovacs</b> , 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.	
	<b>Geza Kovacs</b> . “Effects of In-Video Quizzes on MOOC Lecture Viewing.” ACM annual conference on Learning at Scale (L@S) 2016.	
	<b>Geza Kovacs</b> and Robert C. Miller. “Smart Subtitles for Vocabulary Learning.” ACM annual conference on Human Factors in Computing Systems (CHI) 2014.	
	Stanford Crowd Research, <b>Geza Kovacs</b> , Rajan Vaish, Michael Bernstein. “Daemon: A Self-Governed Crowdsourcing Marketplace”. ACM Symposium on User Interface Software and Technology (UIST) 2015, Poster.	
	<b>Geza Kovacs</b> . “FeedLearn: Using Facebook Feeds for Microlearning.” ACM annual conference on Human Factors in Computing Systems (CHI) 2015, Extended Abstracts.	
	<b>Geza Kovacs</b> . “QuizCram: A Question-Driven Video Studying Interface.” ACM annual conference on Human Factors in Computing Systems (CHI) 2015, Extended Abstracts.	
	Joseph Jay Williams, <b>Geza Kovacs</b> , 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.	
	<b>Geza Kovacs</b> 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.	
	<b>Geza Kovacs</b> . “Smart Subtitles for Language Learning.” ACM annual conference on Human Factors in Computing Systems (CHI) 2013, Extended Abstracts.	
	<b>Geza Kovacs</b> . “ScreenMatch: providing context to software translators by displaying screenshots.” ACM annual conference on Human Factors in Computing Systems (CHI) 2012, Extended Abstracts.	