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## EDUCATION

### Stanford University

**M.S.** Computer Science, 2022

Human-Computer Interaction track

**B.S.** Symbolic Systems, 2019

Learning track

## AWARDS

ACM CHI Honorable Mention, 2021

Fulbright Research Scholar, 2020

Stanford Award of Excellence, 2019

## UXR SKILLS

Interview Design  
Ethnographic Observation  
Qualitative Coding (NVivo)  
Survey design (Qualtrics)  
Field/Usability Studies  
Jobs to Be Done/Personas

## TECHNICAL SKILLS

Web Dev (HTML/CSS/JS, React)  
Scripting (Python, C++, Rust)  
Mobile Dev (React Native)  
Data Visualization (SQL, D3)  
User Interfaces (Figma)  
Interactive Art (p5.js, ml5.js)

## INTERESTS

No code / low code tools  
Online learning communities  
Constructionism

## COURSEWORK

Designing Systems for Humans  
Design for Behavior Change  
Understanding Users  
Trust and Safety

## DEV & DESIGN EXPERIENCE

### Product Engineering Intern, Repl.it

▷ Mar - Jun 2021, San Francisco (Virtual)

Shipped features (React, GraphQL) to make repl.it more welcoming to beginners: automated community moderation, updated onboarding experience, autocomplete for file extension names.

### Instructional Design Lead, Next Shift Learning / Snap Inc.

▷ Feb 2020 - Aug 2021, Los Angeles (Virtual)

Spearheaded curriculum and online materials for Snap Philanthropy initiatives around web dev, mobile dev, professional development, and augmented reality education for community college students.

## RESEARCH EXPERIENCE

### HCI Student Researcher, Stanford GSE

▷ Winter 2022 - Present [Advised by Prof. Hari Subramonyam]

Designing interactive video tutorial systems for novice programmers.

### HCI Research Assistant, Stanford HCI Group

▷ Spring 2019, Summer 2020 [Advised by Griffin Dietz & Prof. James Landay]

Conducted user testing and developed learning evaluations for a voice-based storytelling app for K - 2, pre-literate learners.

### CS Ed Researcher, Columbia Teachers College & ISF

▷ Aug 2019 - Jan 2020, Hong Kong [Advised by Chris Proctor, Prof. Paulo Blikstein]

Co-piloted a student-driven, project-based constructionist CS curriculum at an independent, bilingual high school ([cs.fablearn.org](https://cs.fablearn.org)).

## RESEARCH PUBLICATIONS

Griffin Dietz, Jimmy Le, Nadin Tamer, **Jenny Han**, Hyowon Gweon, Elizabeth Murnane, James Landay. 2020. **StoryCoder: Teaching Computational Thinking Concepts Through Storytelling in a Voice-Guided App for Children**. *ACM CHI*. \*Honorable Men. '21\*

Paulo Blikstein, **Jenny Han**, Kylie Jue, Aashna Shroff. 2018.

**domino: mobile phones as accessible microcontrollers**. *ACM Conference on Interaction Design & Children (IDC)*.

## TEACHING EXPERIENCE

### HCI Graduate TA, Stanford CS377U (Understanding Users)

▷ Spring 2022, Spring 2020 [Prof. Frank Bentley]

Two-time TA for advanced studio on mobile app design and UXR.

### Head TA, Stanford SYMSYS1 (Minds and Machines)

▷ Fall 2020 - Winter 2022 [D. Lassiter, M. Frank, J. Mitchell, N. Goodman, E. Yoon]

Revamped assignments & managed teaching team of 10 for the intro course to Symbolic Systems, one of the biggest majors on campus.

### Engineering Academy Instructor, Snap Inc.

▷ Jun 2020 - Aug 2021, Los Angeles (Virtual)

Co-instructor for a 8-week project-based intensive for community college CS students: taught React Native, p5.js, web dev, git.