JENNY HAN

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jennylihan.com

EDUCATION

Stanford University
M.S. Computer Science, 2022
Human-Computer Interaction track
B.S. Symbolic Systems, 2019
Learning concentration

COURSEWORK

Social Computing
Child Development and New Tech
Data Visualization
Design for Behavior Change

AWARDS

Fulbright Research Scholar, 2020

SKILLS / TOOLS

Programming
Python, Javascript, Java
React.js, React Native, Processing

Design
User Interfaces (Figma)
Wireframes (InVision)
Digital Fabrication (Cura, Blender)

Research
Interview Design
Ethnographic Observation
Qualitative Coding (NVivo)
Field/Usability Studies

ACTIVITIES

Tactical Internet Collective
(coming soon)

INTERESTS

Equitable CS Education
Constructionism

EXPERIENCE

Fullstack Intern, Repl.It
▷ Mar - Jun 2021, San Francisco (Virtual)
Developing features to make repl.it more welcoming for beginners.

Learning Experience Designer, Snap Inc., Next Shift Learning
▷ Feb 2020 - Present, Los Angeles (Virtual)
Was the first hire at workforce design studio dedicated to diversifying the tech workforce. Spearheaded curriculum design for Snap Engineering Academy, a summer program supporting minoritized LA community college students studying CS.

CS Teacher, Columbia Teachers College & ISF Academy
▷ Aug 2019 - Jan 2020, Hong Kong, Advised by Chris Proctor, Paulo Blikstein
Co-piloted a student-driven, project-based constructionist CS curriculum for high schoolers (cs.fablearn.org/)

Undergraduate Researcher, Stanford HCI Group
▷ Jan - Jun 2019 / Jun - Aug 2020, Stanford, Advised by Griffin Dietz, James Landay
Contributed to needfinding, usability study, and evaluation.

COURSE ASSISTANTSHIPS

SYMSYS1, Minds and Machines
▷ Fall 2020, Winter 2021 [Dan Lassiter, Mike Frank, John Mitchell, Noah Goodman]
Designed module projects and sections, graded assignments. Fall 2020 teaching team received highest student evaluations in SYMSYS1.

CS377U, Understanding Users
▷ Spring 2020 [Frank Bentley]
Head TA for ~25 student studio with focus on mobile app design and field studies. Helped adapt course for virtual learning experience.

EDUC236, Beyonds Bits & Atoms
▷ Winter 2019 [Wayne Grant, Veronica Lin]
Designed workshops during the inaugural year of GSE makerspace.

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 Conference on Human Factors in Computer Systems (CHI). *In submission****

Paulo Blikstein, **Jenny Han**, Kylie Jue, Aashna Shroff. 2018. domino: mobile phones as accessible microcontrollers. ***ACM Conference on Interaction Design & Children (IDC).***