

# Jenny Han

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## EDUCATION

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**STANFORD UNIVERSITY** **PALO ALTO, CA**  
*M.S. Computer Science (Concentration: Human-Computer Interaction)* **2020-2022**

**STANFORD UNIVERSITY** **PALO ALTO, CA**  
*B.S. Symbolic Systems (Concentration: Learning)* **2015 - 2019**

## EXPERIENCE

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**KHAN ACADEMY** **REMOTE**  
**Prompt Engineer** **MARCH 2024 - Present**

- Designing, building, and evaluating LLM tools for teachers.

**UC IRVINE** **IRVINE, CA**  
**Lab Research Engineer** **SEPTEMBER 2022 - MARCH 2024**

- Develop web and mobile apps with community partners and researchers at the Design and Partnership Lab. Advised by Prof. June Ahn.
- Design training and mentorship opportunities for 20+ undergraduate research assistants in design, web development, and research.

**NIANTIC** **REMOTE**  
**Learning Experience Designer (Contract)** **SPRING 2023**

- Conducted learner interviews, pitched product features, and developed content for a project-based tutorial series, 8cademy, to support growth on the Niantic 8th Wall platform. 200+ learners to date.

**STANFORD UNIVERSITY** **PALO ALTO, CA**  
**Lecturer** **SUMMER 2022**

- Co-lecturer for CS106B: Programming Abstractions in Summer 2022 (207 students). Oversaw a teaching team of 24 undergraduate section leaders.
- Initiated experiments in project-based assessments, mastery-based learning, and live lecture participation.

**Graduate Teaching Assistant** **2021 - 2022**

- Two-time teaching assistant for CS377U: Understanding Users (10 - 25 students), an advanced human-computer interaction studio on mobile app design, user research methods, research ethics.

**Head Teaching Assistant / Interim Course Coordinator** **2020 - 2022**

- Four-time teaching assistant for SYMSYS1: Minds and Machines (200+ students/quarter), the undergraduate introduction to cognitive science.
- As interim coordinator during Winter 2022, managed a teaching team of 8 graduate and undergraduate TAs.
- Authored two of the four module projects during the pandemic revamp of the course, which led to the highest course reviews in the history of the course (Fall 2020).

**Student Researcher** **2017 - 2022**

- Advised by Prof. Hari Subramonyam, researched AI tools for creativity.
- Advised by Prof. John Mitchell, documented pandemic-era pedagogy changes within the Stanford CS department ([cspedagogy.stanford.edu](http://cspedagogy.stanford.edu)).
- Advised by Prof. James Landay and Dr. Griffin Dietz, conducted user testing and designed the evaluations for a voice-based storytelling app to develop computational thinking for K-2 learners.
- Advised by Prof. Michael Bernstein, developed a chrome extension to support digital gig laborers on Amazon.

**Makerspace Mentor** **SPRING 2019**

- Designed workshops and hosted office hours during the inaugural year of Grad. School of Education Makery.

## UC SANTA CRUZ

### Program Evaluation Assistant

REMOTE

2020 - 2022

- Conducted a 3-year program evaluation for GEOPATHS, an NSF program to support undergraduate diversity in the geosciences. Experience with survey design and qualitative analysis. Advised by Dr. Bernadette Chi.

## REPLIT

### Product Engineering Intern

REMOTE

2021

- Shipped features (React, Typescript, GraphQL) to make replit.com (a popular online programming IDE) more welcoming to beginners.

## NEXT SHIFT LEARNING / SNAP, INC.

LOS ANGELES

### Instructor

2021

- Co-instructor for Snap Engineering Academy (15 students), an 8-week summer intensive that I also designed. Taught React, React Native, Processing, version control, and technical interview prep.
- Coached students who landed internships at IDEO, Microsoft, Snap (x3), Axios, and Nextdoor.

### Instructional Design Lead

2020 - Present

- Led the design of an 8-week software engineering curriculum for Snap Inc.'s flagship philanthropy program, the Snap Academies, a tech pathways program for first-gen/low-income community college students in LA.
- Spearheaded additional curriculum for Snap Philanthropy initiatives around professional development and augmented reality education.
- Initiated a partnership between Stanford Summer Session and Snap Philanthropy to send four students from LA community colleges to study at Stanford University over the summer on full scholarship (Summer 2022).

## COLUMBIA TEACHERS COLLEGE / ISF Academy

HONG KONG

### Computer Science Teacher

2019 - 2020

- Co-piloted a student-driven, project-based constructionist Computer Science curriculum at an independent, bilingual high school (cs.fablearn.org). Advised by Dr. Paulo Blikstein.

## AWARDS / HONORS

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- Fulbright Research Scholarship** [2019 - 2020] Selected by the U.S. Department of State to conduct educational research in rural China in partnership with Peking University. Canceled due to Covid-19 and Executive Order 13936.
- Stanford Award of Excellence** [2019] Presented to approximately 10% of graduating seniors each year who exemplify superior dedication to the university.
- CURIS Summer Fellowship** [2017] Fellowship for conducting summer research at the Stanford HCI Group (USD 7,000).
- Google igniteCS Grant** [2017] \$4,000 grant from Google Education to design and direct a CS workshop series for low-income high school students at the San Jose Public Library.

## PUBLICATIONS / PRESS

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Spellburst: A Node-based Interface for Exploratory Creative Coding with Natural Language Prompts.

Tyler Angert\*, Miroslav Suzara\*, **Jenny Han**\*, Chris Pondoc, Hari Subramonyam. 2023. *ACM Symposium on User Interface Software and Technology (UIST)*. \*Equal first author contribution.

Constructing Computational Identities: Exploring Constructionism and Identity in an Introductory High School Computer Science Course.

Jacob Wolf, **Jenny Han**, Chris Proctor, Emma Brown and Paulo Blikstein. 2023. *Constructionism/Fablearn Conference*. \***Best Paper Honorable mention**.

"Growing as a person": Developing Identity & Agency Across Formal CS Education & Everyday Computing Contexts. Jacob Wolf, **Jenny Han**, Chris Proctor, Emma Brown, Jonathan Pang, & Paulo Blikstein. 2023. *Computer-Supported Collaborative Learning (CSCL)*.

Stanford studies show benefits of forgoing traditional grading during the pandemic.

Stanford Digital Education, August 2022. [digitaleducation.stanford.edu/stanford-studies-show-benefits-foregoing-traditional-grading-during-pandemic](https://digitaleducation.stanford.edu/stanford-studies-show-benefits-foregoing-traditional-grading-during-pandemic)

StoryCoder: Teaching Computational Thinking Concepts Through Storytelling in a Voice-Guided App for Children. Griffin Dietz, Jimmy Le, Nadin Tamer, **Jenny Han**, Hyowon Gweon, Elizabeth Murnane, James Landay. 2021. *ACM Conference on Human Factors in Computing Systems (CHI)*. \* **Best Paper Honorable Mention**

Design guidelines for early childhood computer science education tools.

Griffin Dietz, **Jenny Han**, Hyowon Gweon, & James Landay. 2021. *Design thinking research* (pp. 291–306). Springer.

Recovering Constructionism in computer science: Design of a ninth-grade introductory computer science course.

Chris Proctor, **Jenny Han**, Jacob Wolf, Krates Ng, & Paulo Blikstein. 2020. *Constructionism Conference*.

domino: Mobile Phones as Accessible Microcontrollers.

Paulo Blikstein, **Jenny Han**, Kylie Jue, Aashna Shroff. 2018. *ACM Conference on Interaction Design & Children (IDC)*.