



jihan@stanford.edu

jennylihan.github.io

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TECHNICAL SKILLS

Python, Javascript

Mobile Dev (React Native)

Full Stack Web Dev (HTML/CSS,

React, Node/Express)

DESIGN SKILLS

Design Thinking

Interface Design (Figma)

Digital Fabrication (Cura, Blender)

Field/Usability Study Design

QUAL. RESEARCH SKILLS

Interview Design

Ethnographic Observation

Qualitative Coding (NVivo)

AWARDS

Fulbright Research Scholar (2020)

LANGUAGES

Spanish (conversational)

Chinese (fluent)

English (native)

INTERESTS

Equitable CS education

Learning sciences

Constructionism

Connected learning

Digital ethnographies

Social computing

EXPERIENCE

Learning Experience Designer

Snap Inc., LA-Tech.org, Next Shift Learning

Feb 2020 - Sept 2020, Remote (Contract)

As the first hire of design studio Next Shift Learning, spearheaded the curriculum development and evaluation of the inaugural summer of Snap Engineering Academy, a high-impact program for Black/Latinx computer science students in the LA community college system.

Computing Education Researcher

Columbia University Teachers College & ISF Academy

Aug 2019 - Present, Hong Kong, Lead Researchers: Chris Proctor, Paulo Blikstein

Co-piloted a constructionist, project-based CS curriculum for high school students. Open-source curriculum is viewable at cs.fablearn.org.

Graduate Teaching Assistant

SYMSYS1 (Mind & Machines), CS377U (Understanding Users; Prof. Frank Bentley), EDUC211 (Beyond Bits & Atoms; Prof. Wayne Grant)

Sept 2020 - Present, Apr - Jun 2020 (CS377U), Jan - Mar 2019 (EDUC211), Stanford

Rigorous teaching experience, especially with project-based studio courses. Familiarity with quantitative / qualitative research methods, field user research, research ethics, mobile experience design, makerspaces.

Research Assistant

Stanford Human-Computer Interaction Group

Jan 2019 - June 2019, Stanford, Lead Researchers: Griffin Dietz, Prof. James Landay

Contributed to needfinding, prototype development, and evaluation of a voice user interface to support K-2 computational thinking and storytelling.

Mobile Developer

domino

March 2018 - June 2018, Stanford

Co-developed an Android app as a low-cost alternative to arduinos to foster tinkering and computational thinking. Published in ACM Interaction Design and Children conference, 2018. doi.org/10.1145/3202185.3213524.

EDUCATION

Stanford University

M.S. in Computer Science (Human-Computer Interaction Track), 2022

Relevant Coursework - Social Computing, Child Development and New Tech, Data

Visualization, Learning Experience Design

B.S. in Symbolic Systems (Learning Track), 2019

Relevant Coursework - Intro to Qual. Research, Designing for Systems, Intro to HCI Studio