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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

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)

OTHER SKILLS

Qualitative Research

Conversational Spanish, Mandarin

UI / UX Design

Instructional Design

INTERESTS

Equitable CS education

Learning sciences

Constructionism

Social computing

Online learning communities

Project-based learning

Language of Thought

SELECTED PROJECTS

Build-Your-Own-Grammar

Domino Proof-of-Concept App

Cognitive Science SciFi Library

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.

TEACHING & FACILITATION EXPERIENCE

CS Co-lecturer, Stanford CS106B (Programming Abstractions)

▷ Summer 2022

Deliver lectures, design assessments for 100+ students in the second course in the CS core, covering data structures & algorithms.

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. Familiarity with research ethics, mobile experience design.

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.

Community Manager, Hammarskjöld House

▷ Fall 2018 - Jun 2019

Worked on 7-person team to cultivate house norms, care for residents, manage crises, and plan community events.

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).