

Jenny Han

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EDUCATION

STANFORD UNIVERSITY **PALO ALTO, CA**
M.S. Computer Science (Concentration: Human-Computer Interaction) • GPA: 3.88 / 4.00 **2020-2022**

STANFORD UNIVERSITY **PALO ALTO, CA**
B.S. Symbolic Systems (Concentration: Learning) • GPA: 3.63 / 4.00 **2015 - 2019**

EXPERIENCE

UC IRVINE **REMOTE**
Research Developer **2022 - Present**

- Develop publicly available 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 10+ undergraduate research assistants in design, web development, and research.

NIANTIC **REMOTE**
Learning Experience Designer and Technical Writer (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 creative coding and generative art.
- Advised by Prof. John Mitchell, documented pandemic-era pedagogy changes within the Stanford CS department (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 **REMOTE**
Program Evaluation Assistant **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

REMOTE

Product Engineering Intern

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 Instructor / Researcher

2019 - 2020

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

AWARDS / HONORS

- 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

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*.

"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

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)*.