JENNY HAN

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jennylihan.com
github.com/jennylihan

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 (Vegalite, D3)
User Interfaces (Figma)
Interactive Art (Processing, p5.js)

INTERESTS

Learning Experience Design
CS Education & Equity
Constructionism
Learning technologies
User research
Social computing

VOLUNTEER TEACHING

Code in Place 2020 - 2021
Stanford FAST 2017 - 2018
Stanford Habla 2015 - 2019

COURSEWORK

Stanford CS Core
Programming Languages
AI Principles and Techniques
Designing Systems for Humans
Curriculum Construction

TEACHING EXPERIENCE

Head TA (Win 2022), Stanford SYMSYS1 (Minds and Machines)
▷ Fall 2020 - Now [Profs. D. Lassiter, M. Frank, J. Mitchell, N. Goodman, E. Yoon]
Authored two projects and developed labs for major course revamp.

Summer Instructor, Snap Inc.
▷ Jun 2020 - Aug 2021, Los Angeles (Virtual)
One of two lead instructors for a 8-week project-based intensive for community college students with minoritized identities in tech.

HCI Graduate TA, Stanford CS377U (Understanding Users)
▷ Spring 2020 [Prof. Frank Bentley]
TA for advanced studio on mobile app design and user research.

High School CS Teacher, 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).

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: updated onboarding experience, added autocomplete for file extensions, automated community moderation.

Instructional Design Lead, Next Shift Learning / Snap Inc.
▷ Feb 2020 - Aug 2021, Los Angeles (Virtual)
Designed curriculum and online modules for Snap Philanthropy initiatives around professional development, web dev, mobile dev, and augmented reality, targeted at community college students.

RESEARCH EXPERIENCE

Research Assistant, Stanford CS Pedagogy Project
▷ Spring 2021 - Present [Advised by Maxwell Bigman & Prof. John Mitchell]
Documenting the transition to & from remote learning in the CS department, with a focus on assessment (cspedagogy.stanford.edu).

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.

RESEARCH 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). **Honorable Mention '21***

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