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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 (Vegalite, D3)

User Interfaces (Figma)

Interactive Art (Processing, p5.js)

UX SKILLS

Ethnographic Observation

Qualitative Coding (NVivo)

Field/Usability Studies

User Journeys

INTERESTS

Learning Experience Design

EdTech

Constructionism

CS Education & Equity

COURSEWORK

Understanding Users

Programming Languages

AI Principles and Techniques

Designing Systems for Humans

Principles of Computer Systems

Social Computing

DEV & DESIGN EXPERIENCE

Product Engineering Intern, Repl.it

▷ Mar - Jun 2021, San Francisco (Virtual)

Shipped features (React, GraphQL) to make one of the web's most popular online IDEs 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

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. Research Assistant, 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).

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)*.

TEACHING EXPERIENCE

Head TA (Fall 2021), 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 the introductory course to the symbolic systems major (topics include logic, AI, developmental psychology, and social cognition).

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.