

Junhan Kong Curriculum Vitæ

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BIO

Junhan “Judy” Kong is a third-year PhD student in the Information School at the University of Washington. She is advised by Prof. Jacob O. Wobbrock and is a member of the ACE Lab and the DUB Group. She obtained her bachelor’s and master’s degrees in computer science from Carnegie Mellon University with an additional major in human-computer interaction (HCI) and minors in statistics and machine learning. Her research interest generally lies in the areas of HCI and accessible computing. Her work seeks to enable computer technologies to understand varying abilities of their users, and to design, implement, and evaluate tools to make technologies accessible by adapting to these abilities.


EDUCATION

University of Washington, Seattle WA Sep 2020 - Jun 2025 (expected)
Ph.D. in Information Science
Advisor: Jacob O. Wobbrock

Carnegie Mellon University, Pittsburgh PA May 2019 - May 2020
Master of Science in Computer Science
Thesis: An Authoring Tool for Creating Interactive AR User Tutorials by Demonstration
Advisor: Jeffrey P. Bigham

Carnegie Mellon University, Pittsburgh PA Aug 2015 - May 2019
Bachelor of Science in Computer Science
Additional major in Human-Computer Interaction, minors in Machine Learning and Statistics

PUBLICATIONS

-  [5] **Junhan Kong**, Mingyuan Zhong, James Fogarty, Jacob O. Wobbrock. Quantifying Touch: New Metrics for Characterizing What Happens *During* a Touch. In The 24th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '22), October 23–26, 2022, Athens, Greece. Association for Computing Machinery, New York, NY, USA. <https://doi.org/10.1145/3517428.3544804> **Best Paper Nominee**
- [4] **Junhan Kong**, Dena Sabha, Jeffrey P. Bigham, Amy Pavel, Anhong Guo. 2021. TutorialLens: Authoring Interactive Augmented Reality Tutorials Through Narration and Demonstration. In Symposium on Spatial User Interaction (SUI '21). Association for Computing Machinery, New York, NY, USA, Article 16, 1–11. <https://doi.org/10.1145/3485279.3485289>
- [3] **Junhan Kong**, Mingyuan Zhong, James Fogarty, Jacob O. Wobbrock. 2021. New Metrics for Understanding Touch by People with and without Limited Fine Motor Function. In The 23rd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '21 Poster). Association for Computing Machinery, New York, NY, USA, Article 80, 1–4. <https://doi.org/10.1145/3441852.3476559>
- [2] **Junhan Kong**, Anhong Guo, Jeffrey P. Bigham. 2019. Supporting Older Adults in Using Complex User Interfaces with Augmented Reality. In The 21st International ACM SIGACCESS Conference on Computers

and Accessibility (ASSETS '19 Demo). Association for Computing Machinery, New York, NY, USA, 661–663. <https://doi.org/10.1145/3308561.3354593>

[1] Anhong Guo, **Junhan Kong**, Michael Rivera, Frank F. Xu, Jeffrey P. Bigham. 2019. StateLens: A Reverse Engineering Solution for Making Existing Dynamic Touchscreens Accessible. In Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST '19). Association for Computing Machinery, New York, NY, USA, 371–385. <https://doi.org/10.1145/3332165.3347873>

PATENTS

Anhong Guo, **Junhan Kong**, Michael Rivera, Frank F. Xu, Jeffrey P. Bigham. StateLens: A Reverse Engineering Solution for Making Existing Dynamic Touchscreens Accessible. U.S. Provisional Patent Application 19/207, filed June 6, 2019.

AWARDS AND HONORS

ASSETS Best Paper Nomination	Oct 2022
CMU Undergraduate Research Symposium, Boeing Blue Skies Award: Game Changer	May 2019
CMU University Honors for Academic Excellence	May 2019
TartanHacks Best Educational App	Feb 2017
TartanHacks Social Impact Prize	Feb 2016
CMU School of Computer Science Dean's List, Fall 2015, Spring 2017, Fall 2017, Spring 2018, Fall 2018	

TEACHING

Teaching Assistant

UW INSC 380 Information Systems Analysis and Design	Autumn 2022, Autumn 2020
UW IMT 575 Data Science III: Scaling, Applications and Ethics	Spring 2022
UW IMT 596 & 597 MSIM Capstone	Winter 2021, Spring 2021
CMU 05-391 Designing Human-Centered Software	Fall 2017 - Fall 2019
CMU 15-122 Principles of Imperative Computation	Fall 2016 - Fall 2019

SERVICE

ASSETS 2022 Web and Graphics Design Co-Chair	Sep 2021 - Oct 2022
CHI 2022 Reviewer	
CMU BHCI Student Advisory Committee	Sep 2018 - May 2019
CMU Undergraduate Orientation Counselor	Aug 2018

INDUSTRY EXPERIENCE

Software Engineering Intern, Google	May 2018 - Aug 2018
Software Engineering and Data Science Intern, Jet.com	Jun 2017 - Aug 2017

SKILLS

Programming Languages: Python, C++, C, Java, Swift, Objective C, C#, F#, JavaScript, R, SQL

Tools & Platforms: Git, Unity, ARKit, TensorFlow, AWS, OpenCV, CUDA, OpenMP, Hadoop, Spark

User-Centered Research: contextual inquiry, heuristic evaluation, affinity diagramming, storyboarding and speed dating, surveys and interviews

Hardware Prototyping & Fabrication: Processing, Arduino, PCB design, 3D printing