Joseph SEERING

CONTACT

ADDRESS: HCII, Carnegie Mellon University, 5000 Forbes Ave Pittsburgh, PA 15213
EMAIL: jseering@andrew.cmu.edu
PHONE: 508-254-5702

EDUCATION

IN PROGRESS: PhD in HUMAN-COMPUTER INTERACTION, **Carnegie Mellon University**
Current GPA: 3.97/4.00 | Advisor: Prof. Geoff Kaufman

MAY 2013 Bachelor of Arts in SOCIAL STUDIES, **Harvard University**
Recommended for High Honors in Social Studies

WORK EXPERIENCE

Current
AUG 2015-PRESENT | PhD Student at Carnegie Mellon University
Human-Computer Interaction

Studying social interaction in online platforms, focusing particularly on ways users deal with unwanted social behaviors. Seeking to understand how to design platforms that encourage users to behave positively toward each other, using both qualitative and quantitative methods.

JAN 2014-AUG 2015 | Researcher in Online Learning
MIT, Aeronautics and Astronautics Department

Worked as a researcher for MIT's Online Education Policy Initiative, funded by a grant by the Carnegie Corporation. Performed an extensive review of the literature over several months to understand state-of-the-art perspectives on online learning from psychology, social science, and education, and presented the results of this review to the internal working group and to interested parties across MIT.

JUN 2013-AUG 2015 | Research Analyst
MIT, Office of the Provost

Performed extensive survey research by assisting with writing, deploying, and analyzing more than fifteen surveys including the MIT Community Attitudes on Sexual Assault survey. Used statistical analysis tools including SPSS on large sets of data to answer research and administrative questions about student learning and social experiences. Analyzed and coded large volumes of textual responses to survey questions, both manually and with natural language processing algorithms written in Python.

JUN 2012-AUG 2012 | Research Intern
Harvard University, Office of Institutional Research

Explored terminology used in learning objectives and used Python, MATLAB and statistical software to model linguistic relationships between a variety of terms in the relevant literature.

JUN 2011-AUG 2011 | Quality Analyst Intern
QinetiQ North America

Worked to validate and verify reports on procedures related to quality control in a complex manufacturing environment.

OCT 2008-JUN 2009,
JUN 2010-AUG 2010 | Intern in Statistical Engineering
Bose Corporation

Used statistical tools to validate manufacturing processes and suggest assembly specifications. Focused specifically on minimizing failures by recommending proper torque settings for driving screws into different materials. Designed an 'intern curriculum,' specifying a progression of skills an intern would learn while in the department.

Skills

Analysis & Coding:	PHP, MYSQL, HTML, SAS, C, JAVASCRIPT, MATLAB, LaTeX, PYTHON, R, MINITAB, SPSS
Research Methods:	Interviews, Surveys, Controlled Lab Experiments, Text Coding, Regressions, Comparative Statistics, Machine Learning and Natural Language Processing

Publications & Presentations

Papers:

- Seering, J. et al. (2017, June), Audience Participation Games: Blurring the Line Between Player and Spectator. In Proceedings of Designing Interactive Systems 2017, Edinburgh, Scotland, ACM.

- Seering, J., Kraut, R. E., and Dabbish, L. (2017, Feb), Shaping Pro and Anti-Social Behavior on Twitch Through Moderation and Example-Setting. In Proceedings of the 20th conference on Computer Supported Cooperative Work & Social Computing, Portland, Oregon. ACM. **[Best Paper Honorable Mention]**

- Seering, J., & Willcox, K., Huang, L. (2015, June), Mapping Outcomes in an Undergraduate Aerospace Engineering Program. Paper presented at 2015 ASEE Annual Conference and Exposition, Seattle, Washington. 10.18260/p.24467

Conference Presentations:

- Seering, J., Dabbish, L. (2016, March), Exploring Identity Signals on an Anonymous Mobile Posting App. Workshop paper presented at the 19th conference on Computer Supported Cooperative Work Social Computing, San Francisco, California. ACM.

- Lieberman, C., Seering, J., and Willcox, K. (2014, June). Mapping of learning outcomes across the MIT undergraduate curriculum. Poster session presented at the 10th International CDIO Conference, Barcelona, Spain, June 15-19 2014.

- Seering, J., Kaufman, G. (2017, Feb), Social Identity Theory and Computer-Supported Cooperative Work. Workshop paper presented at the 20th conference on Computer Supported Cooperative Work Social Computing, Portland, Oregon. ACM.

Other Work:

- Willcox, K., Sarma, S., and Lippel, P. et al. (2016, May). Online Education: A Catalyst for Higher Education Reforms. Accessed at https://oepi.mit.edu/literature/reports/.

- Seering, J. (Unpublished, 2013). Practical Goals: A Case Study in Understanding and Judging Objectives in Higher Education. Senior Thesis, Harvard College.

Media Coverage:

- Work featured in *Psychology of Games Podcast 31: Harassment in Video Games*. Jamie Madigan ft. Wai Yen Tang. http://www.psychologyofgames.com/2017/11/podcast-31-harassment-in-video-games/

Languages Spoken

- English (native)
- Spanish (advanced)
- Mandarin Chinese (moderate)

Service and misc.

- Co-founder and co-leader of the *Social Computing Reading Group* at Carnegie Mellon
- Co-founder of the *HCI Ethics Reading and Discussion Group* at Carnegie Mellon
- Co-developed a syllabus on *"Distributed Work"* currently being piloted for use as a future seminar
- Paid for WinRAR

PhD Coursework in HUMAN-COMPUTER INTERACTION
Grades

SUBJECT	GRADE	CREDIT HRS
HCI Process and Theory	A	9
Applied Research Methods	A-	12
Design Perspectives in HCI	A+	6
Cognitive Perspectives in HCI	A	6
Social Perspectives in HCI	A	6
Computer Science Perspectives in HCI	A	6
Applied Machine Learning	A	12
Behavioral Economics	A-	12
Persuasive Design	A	12
	GPA:	**3.97**