

# Junhan (Judy) Kong

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## EDUCATION

**Carnegie Mellon University** May 2019 - May 2020  
Pittsburgh PA  
Master of Science in Computer Science  
**Advisor: Prof. Jeffrey Bigham**

**Carnegie Mellon University** Aug 2015 - May 2019  
Pittsburgh PA, GPA 3.69/4.0  
Bachelor of Science in Computer Science  
Additional Major in Human-Computer Interaction  
Minor in Machine Learning  
Minor in Statistics

## AWARDS AND HONORS

**University Honors**, Carnegie Mellon University May 2019  
**Dean's List**, Carnegie Mellon University School of Computer Science  
*Fall 2015, Spring 2017, Fall 2017, Spring 2018, Fall 2018*  
**The Boeing Blue Skies Award: Game Changer** May 2019  
**TartanHacks 2017: Best Educational App** Feb 2017  
**TartanHacks 2016: Social Impact Prize** Feb 2016

## PUBLICATIONS

(To Appear) Anhong Guo, **Junhan Kong**, Michael Rivera, Jeffrey P. Bigham. "StateLens: A Reverse Engineering Solution to Making Existing Dynamic Touchscreens Accessible.", In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software & Technology (UIST 2019)*. New Orleans, LA.

## DEMONSTRATIONS AND WORKSHOPS

(To Appear) **Junhan Kong**, Anhong Guo, Jeffrey P. Bigham. "Supporting Older Adults in Using Complex User Interfaces with Augmented Reality.", In *Extended Abstracts of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2019)*. Pittsburgh, PA.

Anhong Guo, **Junhan Kong**, Michael Rivera, Jeffrey P. Bigham. "StateLens: A Reverse Engineering Solution to Making Existing Dynamic Touchscreens Accessible.", Meeting of the Minds Carnegie Mellon Undergraduate Research Symposium 2019.

## PROJECTS

**Scene (TartanHacks 2017 Best Educational App, final showcase)** Feb 2017

An AR mobile app implemented using Unity, Vuforia SDK and C#; designed to uncover information behind the scene and better inform people about the world around them.

**StrongVoices (TartanHacks 2016 Social Impact Prize, final showcase)** Feb 2016

A WebApp implemented using HTML, JavaScript and MongoDB; designed to help students with communication barriers to practice language expression and speaking.

**SafeWalk (HackPrinceton 2016 final showcase)** Apr 2016

An Android mobile app using Google Maps API and JSON; designed for parents to keep track of kids' safety on the way home.

**Project Hack Together (PennApps 2016)** Sep 2016

A WebApp implemented using AngularJS on front end and Firebase on back end; designed for hackers to look for teammates in hackathons.

## TEACHING

**Teaching Assistant, 15-122 Principles of Imperative Computation** Aug 2016 - Current

Led labs of 100+ students in total, taught recitations of 150+ students in total, held office hours, graded homework assignments.

**Grader, 05-391 Designing Human-Centered Software** Aug 2017 - Current

Graded homework assignments and helped students with groups projects.

## WORK EXPERIENCE

**Software Engineering Intern, Google** May - Aug 2018

Designed and implemented a benchmark automation platform that continuously runs microbenchmarks in full isolation, collects results, visualizes performance trend over time and detects regression.

**Software Engineering and Data Analytics Intern, Jet.com** Jun - Aug 2017

Designed and implemented an automatic machine learning analytics pipeline to gather information from customer service calls and emails; used ML and NLP tools to perform speech recognition, text mining and relevant product detection, then auto-generate analytics data and store in SQL database.

## SERVICE AND ACTIVITIES

**BHCI Student Advisory Committee** Sep 2018 - May 2019

Provide feedback on CMU BHCI (Bachelor of Human-Computer Interaction) program; collaboratively designed and launched BHCI seminar course 05-300 Undergraduate Pro Seminar.

**Undergraduate Orientation Counselor**

Aug 2018

Facilitated and led activities and discussions for first-year students during orientation week; worked with house fellows and residential staff in residential community building.

**Undergraduate Student Senate**

Sep 2015 - May 2016

Member of Academic Affairs Committee; collaboratively organized Student-Faculty Lunches.

**SKILLS**

**Programming Languages:** Python, C++, C, Java, SML, C#, F#, HTML, JavaScript, R, SQL

**Tools and Platforms:** Git, Unity, TensorFlow, AWS, OpenCV, CUDA, OpenMP, Hadoop, Spark

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

**Fabrication:** 3D printing