Junhan (Judy) Kong

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EDUCATION

University of Washington, Seattle WA   Sep 2020 - Present
Ph.D. student, Information School
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

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. DOI: 10.1145/3308561.3354593.

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. DOI: 10.1145/3332165.3347873.

RESEARCH EXPERIENCE

Graduate Research Assistant, CMU HCII (Advisors: Jeffrey Bigham, Anhong Guo)   May 2019 - Sep 2020

Authoring Tool for Creating Interactive AR User Tutorials by Demonstration
- Designed and developed authoring tool to create AR user manuals with low cognitive load.
- Presented [demo] at **ASSETS 2019**, paper in submission to CHI 2021.

VizLens++: An Interactive Smartphone App for the Blind
- Worked on deployment of VizLens iOS app with a computer vision-crowdsourcing pipeline to help visually impaired users use physical interfaces and collect data on their interaction patterns.

Undergraduate Research Assistant, CMU HCII (Advisor: Jeffrey Bigham)   Sep 2017 - May 2019

[StateLens]: A Reverse Engineering Solution for Making Existing Dynamic Touchscreens Accessible
- Ideated *state diagram* modeling of interfaces as state machines containing interaction point info.
- Designed and implemented computer vision pipeline of StateLens that dynamically construct *state diagrams* from point-of-view videos; participated in prototyping 3D printed capacitive accessories.
- Co-authored a [paper] published at **UIST 2019**.

UPMC Post-Operative Care Assistant Capstone Project   Jan 2019 - May 2019
(Advisors: Karen Berntsen, Vincent Aleven)
- Conducted extensive user research on post-operative care and technology use of older adults through contextual inquiry and interviews.
- Designed the Hebo 2.0 app for post-operative care of Mohr's surgery at UPMC.

TEACHING EXPERIENCE

Teaching Assistant, CMU 05-391 Designing Human-Centered Software   Aug 2017 - Dec 2019
(Instructor: Chris Harrison)
Provide support and feedback on group projects and homework; Help refine course design.

Teaching Assistant, CMU 15-122 Principles of Imperative Computation   Aug 2016 - Dec 2019
(Instructor: Iliano Cervesato)
Lead weekly labs and recitations; hold weekly office hours to answer student questions; grade homework and exams; provide feedback for course improvement.

WORK EXPERIENCE

Software Engineering Intern, Google   May 2018 - Aug 2018
Designed and implemented a benchmark automation platform that continuously runs microbenchmarks in full isolation, collects results, visualizes performance trends over time and detects regression.

Software Engineering and Data Science Intern, Jet.com   Jun 2017 - 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 and store analytics data in SQL database.

AWARDS AND HONORS

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

SERVICE AND ACTIVITIES

BHCI Student Advisory Committee   Sep 2018 - May 2019
Provided 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.

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