Junhan (Judy) Kong

junhank@andrew.cmu.edu | +1 (412) 961-2452
5032 Forbes Avenue, SMC 6335, Pittsburgh, PA 15289

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

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