Junhan (Judy) Kong

https://judykong97.github.io junhank@andrew.cmu.edu | +1 (412) 961-2452 SMC 6335, 5032 Forbes Avenue, Pittsburgh, PA 15289

EDUCATION

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

Dean's List, Carnegie Mellon University School of Computer Science

Fall 2015, Spring 2017, Fall 2017, Spring 2018

TartanHacks 2017: Best Educational AppFeb 2017TartanHacks 2016: Social Impact PrizeFeb 2016

RESEARCH

Anhong Guo, **Junhan Kong**, Michael Rivera, Jeffrey P. Bigham. "StateLens: A Reverse Engineering Solution to Making Existing Dynamic Touchscreens Accessible". *In submission to Ubicomp 2019*.

PRESENTATION AND POSTERS

Meeting of the Minds Research Exhibition, Carnegie Mellon University May 2018

Presented work of StateLens: A Reverse Engineering Solution to Making Existing Dynamic Touchscreens Accessible.

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 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, 05-391 Designing Human-Centered Software Aug 2017 - Current Graded homework assignments and helped students with groups projects.

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.

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 - Current

Provide feedback on CMU BHCI (Bachelor of Human-Computer Interaction) undergraduate program; collaboratively designed and successfully 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