KERI MALLARI

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Website: https://keri.xyz/

EDUCATION

University of Washington, College of Engineering   September 2019 - Present
Ph.D., Human Centered Design and Engineering
Prosocial Computing Group. Advisor: Gary Hsieh

CUNY Lehman College   September 2015 - June 2019
B.S. Computer Science
B.A. Mathematics

EMPLOYMENT EXPERIENCE

Twitch   July 2021 - Present
Research Science Intern. Supervisor: Sanjay Kairam. Analyzed trends in streamers' text data.
Designed a prototype for chat analytics, and ran user studies to extract insights for
developing chat analytics.

Microsoft Research   June - Sep 2020
Research Intern. Foundry 99. Supervisor: Sreekanth Kannepalli. Utilized computer vision to
extract information and develop insights to support personal information management.

Microsoft Research   June - Sep 2019
Research Intern. Adaptive Systems and Interaction Group. Supervisors: Kori Inkpen, Besmira
Nushi. Investigated human-AI complementarity in high-stakes decision making scenario.

Microsoft Research   June - Dec 2018
Research Collaborator. Adaptive Systems and Interaction Group. Supervisor: Kori Inkpen.
Designed and ran a study to examine the impact of different presentations of racial
information on human judgment in the context of recidivism.

Microsoft Research NY   June - Aug 2017
Research Student. Data Science Summer School. Supervisors: Jake Hofman, Sid Sen, Dan
Goldstein. Analyzed student trajectory in the NYC public school system by calculating
student performance based on test results, and tracking individual student performance.

PUBLICATIONS

Mallari, K., Williams, S., & Hsieh, G. (2021, May).   Understanding Analytics Needs of Video Game Streamers. In
Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (pp. 1-12).

Mallari, K., Inkpen, K., Johns, P., Tan, S., Ramesh,   D., & Kamar, E. (2020, April). Do I Look Like a Criminal?
Examining How Race Presentation Impacts Human Judgement of Recidivism. In Proceedings of the 2020 CHI
Conference on Human Factors in Computing Systems (pp. 1-13).

PEER REVIEWED WORKSHOPS & POSTERS

Mallari, K., Williams, S., & Hsieh, G. (2020, April).   Information Needs of Streamers. Be Part Of It: Spectator Experience in Gaming and eSports Workshop at CHI 2020

Chawla, A., Futran, D., Liriano, R., **Mallari, K**., Mertil, F., Radinsky, I., Schuster, R., Thao, T. (2017, October). Student Trajectories and School Choice in the New York City Public School System. MIT CODE 2017

SKILLS

Software: React, Node.js, Express, JavaScript, HTML, CSS, Jekyll
Data: R (tidyverse, dplyr, ggplot2), Python (sklearn, gensim)
Design: AdobeXD, Figma
Qualitative Methods: Interview, Ethnography, Usability Testing, Grounded Theory, Thematic Analysis
Quantitative Methods: Survey Design, Experiment Design, Statistical Modeling, Machine Learning, NLP

AWARDS AND HONORS

Twitch Research Fellow ($10,000)	2021
CRA URMD Grad Cohort Workshop Scholar ($1,400)	2020
Microsoft Grace Hopper Conference Scholar ($1,400)	2019
Anita Borg Grace Hopper Conference Scholar ($1,400)	2018
Macaulay Honors Scholar ($40,000)	2015 - 2019

TEACHING EXPERIENCE

Teaching Assistant, University of Washington Designing for Behavior Change (Graduate)	Spring 2021
Teaching Assistant, University of Washington Physical Prototyping (Graduate)	Winter 2021, Fall 2021
Teaching Assistant, University of Washington UX Prototyping (Undergraduate)	Fall 2020
Teaching Assistant, CUNY Lehman College Programming Methods I & II (Undergraduate)	2016-2017
Teaching Assistant, CUNY Lehman College Foundations of Data Science (Undergraduate)	2016-2017

ACADEMIC SERVICE

Web Chair, ACM CSCW '22
Student Volunteer, ACM CHI Play '20 '21, ACM CSCW '18
Reviewer, ACM CHI '21 '22, ACM CSCW '20 '22
HCDE PhD Application Reviewer, Winter 2021