Samantha Kolovson >

CURRICULUM VITAE

https://kolovsam.github.io
kolovson@uw.edu
508-259-0492

EDUCATION

PhD in Human-Centered Design and Engineering, Fall 2016 – Spring 2021 (expected)
Department of Human-Centered Design and Engineering, University of Washington
Advisors: Dr. Sean Munson, Dr. Kate Starbird

Bachelor of Science in Computer Science, Cum Laude, Fall 2012 – Spring 2016
College of Information and Computer Science, University of Massachusetts Amherst
Honors Thesis: Automatically Generating Narrative Documentation for Medical Procedures
Advisor: Dr. Lori A. Clarke

RESEARCH EXPERIENCE

Research Assistant—Brighten App UX Study, Summer 2018 – Present
CREATIV lab, Department of Psychiatry and Behavioral Sciences, University of Washington
Assist Dr. Patricia Areán in the design of a mobile mental health app called "Brighten", designed to deliver assessments and interventions to people experiencing symptoms of depression. Design, conduct, and analyze 20 interviews about the user experience of three different Brighten designs and perspectives on passive sensing.

Directed Research Group—Wearable Data in College Athletics, Fall 2017 – Spring 2018
Department of Human-Centered Design and Engineering (HCDE), University of Washington
Organize and lead a group of 5-10 students to conduct, transcribe, and analyze interviews about the perceptions and use of wearable technology and data in college athletics.

Research Assistant—Wearable Data in College Athletics, Fall 2016 – Spring 2017
Department of Human-Centered Design and Engineering (HCDE), University of Washington
Conduct, transcribe, and analyze interviews about the perceptions and use of wearable technology and data in college athletics.

Undergraduate Researcher, Spring 2015 – Summer 2016
Laboratory for Advanced Software Engineering Research (LASER)
College of Information and Computer Science, University of Massachusetts Amherst
Create and modify software written in Java and XSLT to automatically generate narrative documentation for medical procedures.

TEACHING EXPERIENCE

Primary Instructor—UX Design: The Game for You, Summer 2018
Robinson Center for Young Scholars, University of Washington

Teach UX design course for highly-capable high school students. Design course material from scratch following the user-centered design process in the context of board game design.

Teaching Assistant—Fabrication and Physical Prototyping, Spring 2018
Dr. Brock Craft, Senior Lecturer, Department of Human-Centered Design and Engineering (HCDE), University of Washington
Develop the curriculum for and co-teach this new course taught at the Global Innovation Exchange (GIX) in Bellevue, WA (TECHIN 511).

Teaching Assistant—Introduction to Programming in p5.js, Winter 2018
Dr. Brock Craft, Senior Lecturer, Department of Human-Centered Design and Engineering (HCDE), University of Washington
Co-teach a masters-level introductory programming course. Help students overcome obstacles in learning to program and give feedback, grade programming assignments, and create assessments (HCDE 598a).

Teaching Assistant—Introduction to Programming in p5.js, Fall 2017
Andy Davidson, Senior Lecturer, Department of Human-Centered Design and Engineering (HCDE), University of Washington
Co-teach a masters-level introductory programming course. Help students overcome obstacles in learning to program and give feedback and grade programming assignments (HCDE 598a).

PUBLICATIONS

[1] Arpita Bhattacharya, Samantha Kolovson, Yi-Chen Sung, et al. 2018. Understanding Pivotal Experiences in Behavior Change for the Design of Technologies for Personal Wellbeing. *Journal of Biomedical Informatics.*

[2] Hannah Blau, Samantha Kolovson, W.R. Adrion, and Robert Moll. 2016. Automated Style Feedback for Advanced Beginner Java Programmers. *Proceedings – Frontiers in Education Conference, FIE.*

SKILLS

Research Skills
Qualitative Methods (2 years of experience), including recruiting, surveys, interviews, and affinity and grounded theory analysis.

Design Skills (in order of competency)
Adobe XD (prototyping), Adobe Premiere Pro (video), Glowforge (laser cutting), Adobe Illustrator

Programming Languages (in order of competency)
Java, Python, Bash, SQL, JavaScript, Processing, PHP, C, C++, Ruby.

Markup Languages (in order of competency)

HTML, CSS, XSLT.

SERVICE

Student Volunteer
2017 ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2017)
2018 ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2018)

HONORS & AWARDS

Outstanding Achievement Award in Computer Science 2016
College of Information and Computer Science, University of Massachusetts Amherst

Spring Scholar Athlete Award 2016

Collegiate Rowing Coaches Association Scholar Athlete Award 2016