

Samantha Kolovson >

CURRICULUM VITAE

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508-259-0492

EDUCATION

PhD in Human-Centered Design and Engineering, Fall 2016 – present

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, Winter 2019

Sean Munson, Human-Centered Design and Engineering (HCDE), University of Washington

Reanalyze data from 25 interviews collected as part of a study on data tracking in team sports to strengthen a previously submitted and rejected paper and use this analysis to revise and resubmit the paper for publication.

Research Assistant—Brighten App UX Study, Summer 2018 – Fall 2018

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

Teaching Assistant—Qualitative Research, Spring 2019

Elin Björling, Research Scientist, Department of Human-Centered Design and Engineering (HCDE), University of Washington

Assist a masters-level course on Qualitative Research. Grade assignments and advise students on conducting their qualitative research projects (HCDE 519).

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] Samantha Kolovson, Calvin Liang, Sean Munson, Kate Starbird. 2019. Negotiating Diverging Goals and Gatekeeping around Boundary Negotiating Artifacts: Personal Informatics in Athletic Organizations. *Under review*.

[2] 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*.

[3] 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 (3 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