nathan**HAHN**

education

Carnegie Mellon University - Pittsburgh, PA Ph.D. in Human Computer Interaction, Present

Carnegie Mellon University - Pittsburgh, PA B.S. in Information Systems, 2014 Additional Major in Human Computer Interaction Minor in Biomedical Engineering

research intrests

Understanding the behavior behind and creating tools to improve the sensemaking process in an individual and team atmosphere. Interested in modeling the exploratory search process and applying better models to construct support tools.

publications

Hahn N., Iqbal S. Liebling D., Teevan J. (2018). Passive Microwriting while Using Facebook. *ACM annual conference on Human Factors in Computing Systems*. [Under Review]

Hahn N., Chang JC., Kittur A. (2018). BentoBrowser: Exploratory Search as Task Management. *ACM annual conference on Human Factors in Computing Systems*. [Under Review]

Chang, JC., Hahn N., Hannah K., Hwong J., Kittur A. (2018). SearchScape: From Ranked Lists to Interactive Landscapes. *ACM annual conference on Human Factors in Computing Systems*. [Under Review]

Chang, JC., Hahn N., Kittur A. (2018). When the Tab Comes Due: Challenges in the Cost Structure of Tab Usage. *ACM annual conference on Human Factors in Computing Systems*. [Under Review]

Chang JC., Hahn N., Kittur A. (2016). Intentionally Uncertain Input: Supporting Highlighting in Information Exploration. 28th Annual ACM Symposium on User Interface Software & Technology

Hahn N., Chan JC., Kim JE., Kittur A., (2016). The Knowledge Accelerator: Big Picture Thinking in Small Pieces. *ACM annual conference on Human Factors in Computing Systems*. [Honorable Mention]

Chang JC., Kittur A., Hahn N. (2016). Alloy: Clustering with Crowds and Computation. *ACM annual conference on Human Factors in Computing Systems*. [Honorable Mention]

Luther, Kurt, et al. "Crowdlines: Supporting Synthesis of Diverse Information Sources through Crowdsourced Outlines." Third AAAI Conference on Human Computation and Crowdsourcing. 2015.

professional experience

Microsoft Research - Redmond, WA

Research Intern

June 2016 - August 2016

Worked together with Shamsi Iqbal and Jaime Teevan to develop a novel microtasking interaction within Facebook. Created a chrome extension, performed a study at MSR, and

US Army - 311th Signal Command, Ft. Shafter HI

Systems Developer

July 2011 - August 2013

Developed and improved existing Army systems. Created tools to track Army assets and help desk support tickets. Responsible for planning, prototyping, documenting and coding of tools.

Carnegie Mellon Software Engineering Institute

Research Assistant

January 2013 - May 2013

Performed job task analysis on the cyber security field with an emphasis on malware analysts. This included interviews, a literature review, and an affinity diagram of the problem field.

The Boeing Company

Software Developer Internship

June 2009 - July 2011

Assisted with the creation and deployment of web-based configuration tools. Helped in the configuration and deployment of a customized C++ enclave guard, specialized for Department of Defense use.

eXmeritus Federal Systems Inc.

Software Developer Internship

December 2008 - June 2009

Assisted in the maintenance and improvement of custom security software tailored to customer specifications.

project experience

Novel Grip Force Measurement Device for Occupational Therapists

BME Capstone Project

September 2013 - May 2014

Collaborated with an occupational therapist researcher (Dr. Amit Sethi) at the University of Pittsburgh to develop a more realistic and accurate replacement to the dynamometer. Acted as a hardware and UI developer for the project, prototyping the force measurement electronics as well as creating a front end displaying a force heat map and statistics.

Greenlight - Wireless Retrofit Daylight Harvesting System

IS Capstone Project

September 2012 - May 2014

Designed and developed a wireless room dimming system that responds to changes in ambient light. Worked with group of three other undergraduate information systems majors, and was the primary hardware lead on the project. Constructed three different prototypes of varying complexity, ranging from a breadboard TRIAC-based dimmer to a PCB reverse sine wave dimmer.

press

Carnegie Mellon Today

Greenlight Project

July 2014

http://www.carnegiemellontoday.com/issues/july-2014-issue/the-fence/bright-future/

The Piper

BME Capston Project

June 2014