Will Crichton

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GitHub: willcrichton

Abstract

I make programming languages and systems easier to learn, use, and debug. I draw on research in programming languages, computer systems, human-computer interaction, software engineering, cognitive science, and learning science to answer questions like: What are cognitive design principles for programming tools? How do you teach someone to think mathematically about programming? What are the most useful applications of program synthesis? And why have we learned so little about the psychology of programming in the last 50 years?

Education

2016-now **Stanford University**, Ph.D. in Computer Science.

Advisor: Pat Hanrahan

2012-16 Carnegie Mellon University, B.S. in Computer Science, minor in Chinese Studies.

Advisor: Kayvon Fatahalian

Research

2019 Human-Centric Program Synthesis. Paper.

Will Crichton. PLATEAU @ UIST 2019.

Rekall: Specifying Video Events using Compositions of Spatiotemporal Labels. GitHub. Paper.

Daniel Y. Fu, Will Crichton, James Hong, Xinwei Yao, Haotian Zhang, Anh Truong, Avanika Narayan, Maneesh

Agrawala, Christopher Ré, and Kayvon Fatahalian. AI Systems @ SOSP 2019.

From Theory to Systems: A Grounded Approach to Programming Language Education. Paper.

Will Crichton. SNAPL 2019.

Identifying Barriers to Adoption for Rust through Online Discourse. Paper.

Anna Zeng, Will Crichton. PLATEAU @ SPLASH 2018.

Scanner: Efficient Video Analysis at Scale. GitHub. Paper.

Alex Poms, Will Crichton, Pat Hanrahan, and Kayvon Fatahalian. SIGGRAPH 2018.

Lantern: A Query Language for Visual Concept Retrieval. Paper.

Senior thesis, advised by Kayvon Fatahalian.

Awards

Magic Grant from the Brown Institute for Media Innovation for the Esper project (awarded twice).

2015 Alumni Award for Undergraduate Excellence for senior thesis at CMU.

Teaching

2014

fall 2017-19 Programming Languages (CS 242). Instructor, Stanford.

spring 2017 Computer Systems from the Ground Up (CS 107e). TA, Stanford.

fall 2015 Compiler Design (15-411). TA, CMU.

spring 2015 Parallel Computer Architecture and Programming (15-418). TA, CMU.

Parallel and Sequential Data Structures and Algorithms (15-210). TA, CMU.

fall 2013-14 Game Development on the Web (1-unit mini course). Instructor, CMU.

fall 2013 Functional Programming (15-150). TA, CMU.

Work

Summer 2017 Snap, Inc. Research intern, designed elastic video analytics system, reducing operational costs up to 10×.

Summer 2015 Jane Street Capital. Software engineering intern, optimized memory allocation in OCaml language runtime, refactored distributed incremental computation library.

Expii. Web developer, architected web front-end for education startup.

Summer 2014 Palantir Technologies. Software engineering intern, developed business logic engine for criminal case management system.

Summer 2013 Tunessence. Web developer, built interactive guitar tab learning tool for guitar learning startup.

Pioneer Hi-Bred. Software engineer, built BI app for analysis of laboratory efficiency in Pioneer labs.

Webspec Design. Web developer, created 30+ websites for clients across the country.