

JOHN FRENS

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Programming Languages: C/C++, Java, Kotlin, Objective-C, Python, R, HTML/CSS/JavaScript, SQL

EDUCATION

University of Washington, Seattle WA **2016 – Present**
PhD in Human Centered Design and Engineering **Expected 2021**
MS in Human Centered Design and Engineering **Expected 2018**

Carnegie Mellon University, Pittsburgh PA **2010 – 2014**
BS in Computer Science
Additional Major: Psychology
Minor: Human-Computer Interaction

RESEARCH EXPERIENCE

University of Washington, Seattle WA **2016 – 2018**
Research Assistant & Independent Study – Prosocial Computing Lab
Utilized experimental and qualitative approaches to improve the quality of interactions in homework Question & Answer websites. Researched and designed a criteria-based feedback intervention to promote quality answers. Developed an Amazon Mechanical Turk human intelligence task (HIT) server and database in Python/MySQL.

Research Assistant & Group Leader – Human Centered Data Science Lab **2017 – 2018**
Studied mentorship in online fanfiction writing communities using a data science approach. Implemented the measure of textual lexical diversity (MTLD) in Python and performed a longitudinal statistical analysis in R on 61.5 billion words of fanfiction content. Organized and led the Fanfiction Data Analytics directed research group.

Carnegie Mellon University, Pittsburgh PA **2012**
Technical Intern – Quality of Life Center
Implemented DIY-friendly Application-Program Interface (API) for “Romibo,” an Autism therapy robot using Arduino.

PROFESSIONAL EXPERIENCE

Humm.ly, San Francisco CA **2018**
Lead Android Developer
Spearheaded the development and release of a wellness focused app, Humm.ly, on Android. Managed a team of engineers and external contractors and oversaw the production and release of the app. Picked

up key languages and technologies including Kotlin, Fabric and Stripe.

Microsoft, Redmond WA

Software Engineer

2014 – 2016

Collaboratively developed interoperable platforms, Android Bridge for Windows and iOS Bridge for Windows. Engineered major changes to the Android Open Source Project (AOSP). Debugged process lifetime management issues in between-OS interoperation. Implemented numerous libraries and features and reviewed the work of other engineers. Gained in-depth understanding of fundamental engineering practices as well as Java, C++, Objective-C, Android, iOS, and Windows.

Intern

2013

Prototyped 2d and 3d visualization tools for Windows Phone in C++/C#.

Tresys Inc, Columbia MD

Software Engineer Intern

2011

Developed open source logging libraries for Red Hat Linux in C.

TEACHING EXPERIENCE

University of Washington, Seattle WA

Teaching Assistant – HCDE 419

2018

Taught fundamental HCI concepts to HCDE undergrads. Lectured a 50 student, 2.5 hour class on informal online learning.

University of Washington, Seattle WA

Teaching Assistant – HCDE 300

2018

Taught fundamental HCDE concepts to HCDE undergrads. Led a weekly class session with 20 students.

University of Washington, Seattle WA

Teaching Assistant – HCDE 310

2017

Taught Python to HCDE undergrads. Gave quality feedback on code and mentored a section of 31 newbie developers.

SERVICE

CSCL Conference Reviewer, Seattle WA

2018

HCDE Master's Application Reviewer, Seattle WA

2018

CHI Conference Reviewer, Seattle WA

2017

Carnegie Mellon Emergency Medical Service, Pittsburgh PA

2010 – 2014

PRESENTATIONS

InfoSocial Graduate Student Conference, Evanston IL **2018**
Oral Presentation: "Supporting Answerers with Feedback in Social Q&A"

Human Centered Design & Engineering Preliminary Exam, Seattle WA **2017**
Oral Presentation: "A Criteria-Based Approach to Feedback in Social Q&A"

CONFERENCE PAPERS

Frens, J., Walker, E., Hsieh, G., Supporting Answerers with Feedback in Social Q&A. In Press.

Frens, J., Davis, R., Lee, J., Zhang, D., Aragon, C., From Absence to Abundance: The Effects of Distributed Mentoring on Lexical Diversity in Fanfiction. Under submission.

Davis, R., **Frens, J.**, Sharma, N., Aragon, C., Does Dunbar's Number Apply to Mentoring Communities? An Analysis of 177 Million Fanfiction Reviews. Under submission.