

John Frens

Researcher. Designer. Engineer.

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Education

University of Washington

PhD in Human Centered Design & Engineering

MS in Human Centered Design & Engineering

Expected 2021
2018

Carnegie Mellon University

BS in Computer Science & Psychology

Minor in Human-Computer Interaction

2014

Industry

Humm.ly

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

2018

Microsoft

Software Engineer

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.

2014 – 2016

Research

Prosocial Computing Lab, University of Washington

Research Assistant

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.

2016 – 2018

Human Centered Data Science Lab, University of Washington

Research Assistant

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.

2016 – 2018

Teaching	University of Washington	
	Teaching Assistant	2018
	HCDE 419 Taught fundamental HCI concepts to HCDE undergrads. Lectured a 50 student, 2.5 hour class on informal online learning.	
	Teaching Assistant	2018
	HCDE 300 Taught fundamental HCDE concepts to HCDE undergrads. Led a weekly class session with 20 students.	
	Teaching Assistant	2017
	HCDE 310 Taught Python to HCDE undergrads. Gave quality feedback on code and mentored a section of 31 newbie developers.	
Publications	Frens, J. , Walker, E., Hsieh, G. (2018). Supporting Answerers with Feedback in Social Q&A. In Proceedings of the Fifth (2018) ACM Conference on Learning@Scale.	
	Frens, J. , Davis, R., Lee, J., Zhang, D., Aragon, C. (2018). Reviews Matter: How Distributed Mentoring Predicts Lexical Diversity on Fanfiction.net. In Connected Learning Summit.	
	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.	
	Giroto, V., Burleson, W., Frens, J. , Walker, E. Creativity Bottlenecks in Free and Open Source Software Communication Channels. Under submission.	
Presentations	InfoSocial Graduate Student Conference, Evanston IL “Supporting Answerers with Feedback in Social Q&A”	2018
	Human Centered Design & Engineering Preliminary Exam “A Criteria-Based Approach to Feedback in Social Q&A”	2017
Service	CSCL Conference Reviewer	2018
	HCDE Master’s Application Reviewer	2018
	CHI Conference Reviewer	2017
	Carnegie Mellon Emergency Medical Service	2010 – 2014
Keywords	Programming Languages C/C++, Java, Kotlin, Objective-C, Python, R, HTML/CSS/JavaScript, SQL	
	Research Keywords Informal Learning, Social Question and Answer, Distributed Mentoring, Peer Help, Peer Assessment, Feedback	