

## Eunice Jun

Computer Science & Engineering  
University of Washington

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## RESEARCH INTERESTS

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My research interests lie at the intersection of human-computer interaction, programming languages/software engineering, and data science.

I build tools that lower the barriers to data science and improve practice. I also use quantitative and qualitative methods to study how people conduct data science, including the motivations and barriers to participation.

Research Interests: Human-Computer Interaction, Data Science, Large-scale Online Experimentation, Citizen Science, End-user programming, Software Engineering

## EDUCATION

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Ph.D., Computer Science and Engineering present  
University of Washington, Seattle, WA, USA

M.S., Computer Science and Engineering June, 2019  
University of Washington, Seattle, WA, USA  
Advisors: Katharina Reinecke (primary), Gary Hsieh

B.S., Computer Science (honors), B.S. Cognitive Studies (honors) May, 2016  
Vanderbilt University, Nashville, TN, USA

Double majored in computer science and cognitive studies  
Advisors: Bobby Bodenheimer (computer graphics), John Rieser (psychology)  
Honors thesis title: "Gap and Ledge Affordance Judgments with Training Using the Oculus Rift DK2" (visual perception in virtual environments)

## FELLOWSHIPS & AWARDS

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National Science Foundation Graduate Research Fellowship  
Funding for three years, 2018.

Madrona Grand Prize Winner  
Industry Research Award for potential academic and business impact, Madrona VC, 2017.

Wilma Bradley Endowed Fellowship in Computer Science & Engineering  
Recruitment fellowship, University of Washington, 2016-2017.

Barry M. Goldwater Scholarship Honorable Mention  
Most prestigious undergraduate award given in the sciences in the US for potential in a future research career, 2015.

Ingram Scholarship Program for leadership and community service  
Merit scholarship at Vanderbilt University, 2014-2016.

Littlejohn Undergraduate Research Fellowship  
Vanderbilt University, 2013-2014.

Peabody College Undergraduate Travel Award  
To present research completed as a Littlejohn Fellow (above) at Global Health and Innovation Conference, 2014.

## PUBLICATIONS

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### Refereed Conference Papers

[C5] Y. Liu, **E. Jun**, Q. Li, J. Heer, "Latent Space Cartography: Visual Analysis of Vector Space Embeddings," Computer Graphics Forum (EuroVis), 2019.

[C4] **E. Jun**, B. Jo, N. Oliveira, and K. Reinecke, "Digestif: Promoting Science Communication in Online Experiments," In Proceedings of ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW), 2018.

[C3] **E. Jun**, M. Arian, and K. Reinecke, "The Potential for Scientific Outreach and Learning in Mechanical Turk Experiments," In Proceedings of ACM Learning at Scale (L@S), 2018.

[C2] **E. Jun**, G. Hsieh, and K. Reinecke, "Types of Motivation Affect Study Selection, Attention, and Dropouts in Online Experiments," In Proceedings of ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW), 2017 (Online First).

[C1] N. Oliveira, **E. Jun**, and K. Reinecke, "Citizen Science Opportunities in Volunteer-Based Online Experiments," In Proceedings of ACM Conference on Human Factors in Computing Systems (CHI), 2017.

### Refereed Journal Articles

[J1] **E. Jun**, J.K. Stefanucci, S.H. Creem-Regehr, M.N. Geuss, and W.B. Thompson, "BigFoot: Using the Size of a Virtual Foot to Scale Gap Width," ACM Transactions on Applied Perception (TAP), 12(4), 2015.

### Refereed Posters, Demos, and Workshops

[D1] N. Oliveira, **E. Jun**, T. Croxson, K. Z. Gajos, and K. Reinecke, "LabintheWild: How do Design Uncompensated, Feedback-driven Online Experiments," Computer Supported Cooperative Work and Social Computing (CSCW) Companion, 2017. Demo.

[P2] **E. Jun**, B. Huber, K.Z. Gajos, and K. Reinecke, "How Curiosity Attracts Participation in Volunteer-based Online Experiments," Human Factors in Computing Systems (CHI), 2017. Workshop poster.

[P1] **E. Jun**, and R. Grenfell-Dexter. "ManíPlus: A Holistic Approach to Malnutrition in Guatemala," Global Health and Innovation Conference, 2014.

## Under Review

[U4] **E. Jun**, M.Daum, J.Roesch, S. Chasins, E. Berger, R. Just, and K. Reinecke, "Tea: A High-level Language and Runtime System for Automating Statistical Analysis." <https://arxiv.org/abs/1904.05387>

[U3] **E. Jun**, D. McDuff, M. Czerwinski, "Circadian Rhythms and Physiological Synchrony: Evidence of the Impact of Diversity on Small Group Creativity."

[U2] D. McDuff, **E. Jun**, M. Czerwinski, "Longitudinal Observational Evidence of the Impact of Emotion Regulation Strategies on Affective Expression."

[U1] D. McDuff, **E. Jun**, K. Rowan, M. Czerwinski, "Longitudinal Observational Evidence of Diurnal Rhythms and Affect in the Workplace."

## PROFESSIONAL EXPERIENCE

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### Research Intern, Microsoft Research, 2018

Mentors: Daniel McDuff, Mary Czerwinski

Areas: Human-computer interaction, data science, affective computing

Publications: 3 under review

Modeled and analyzed multi-modal patterns of human emotion longitudinally. Conducted in-lab experiments with 44 participants examining the effect of circadian rhythms on physiology, group work, and creativity/cognition.

### Undergraduate Research Assistant, Vanderbilt University, 2014-2016.

Mentors: Bobby Bodenheimer, John Rieser

Areas: Computer graphics, psychology

Designed, developed, and conducted multiple studies on Gibsonian affordances in virtual environments

### Research Intern, University College Dublin, 2015

Mentors: David Coyle, Ed Curry

Areas: Human-computer interaction, data visualization

Prototyped interactive data visualization installations in public spaces for promoting sustainable water sensor deployments

### NSF REU Participant, University of Utah, 2014

Mentors: Bill Thompson, Sarah Creem-Regehr, Jeanine Stefanucci

Areas: Computer graphics, psychology

Publications: [J1]

Designed, developed, and conducted a study on embodied agents in virtual environments.

### Littlejohn Undergraduate Research Fellow, Vanderbilt University, 2013-2014

Mentor: Edward Fischer

Area: Anthropology, Service Design, Graphic Design

Publications: [P1]

Designed and tested learning materials for promoting nutrition. Collaborated with ManíPlus, a social enterprise for promoting Ready-to-Use Supplementary Foods in Guatemala.

## INVITED TALKS

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[T1] **E. Jun**, "Virtual Reality & Human-centered Design," invited by Betty Mohler, Cognition and Action Department (led by Heinrich Bulthoff), Max Planck Institute for Biological Cybernetics. Tuebingen, Germany. July 2015.

## TEACHING EXPERIENCE

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### Teaching Assistant

UW CSE 440: Human-Computer Interaction, Winter 2017.

### Studio Lead

Human-centered design workshops, Design for America, Vanderbilt, 2014

## SERVICE

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### Conference Organizing Committee

ACM Creativity & Cognition (C&C), SV Co-chair, 2019.

### Reviewing

ACM User Interface Software and Technology (UIST), External Reviewer, 2019.

ACM Computer Supported Cooperative Work and Social Computing (CSCW), External Reviewer, 2018.

ACM Designing Interactive Systems, External Reviewer, 2017.

Journal of Artificial Intelligence Research (JAIR), 2017.

### Diversity

UW CSE Annual Women's Research Day, co-organizer, 2017, 2018, 2019.

UW CSE Diversity Committee, 2017.

### Mentorship

UW CSE Graduate Student Mentor, 2017-present.

ACM-W Undergraduate Student Mentorship Coordinator, 2016-2018.

ACM-W Undergraduate Student Mentor, 2016-2018.

Girls Who Code at John Early Middle Prep, Nashville, TN, Founder and Mentor, 2015-2016.

### Organizational Work

Cross-campus HCI group (DUB) student coordinator, 2018-present

## ART & DESIGN EXPERIENCE

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### Human-centered Design

Design for America

Alumni mentor, 2017-present.

Project lead on project focused on closing the gender gap in computer science, 2013-2015.

### Graphic Design

*The Curbside Chronicle* (street newspaper in Oklahoma City)

Design consultant, 2013.

Layout designer, 2013.

### Art

"Colored Light," multimedia, exhibited at the University College Dublin, 2015.