joy kim

Human-Computer Interaction Researcher
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EDUCATION

2011 – 2017
Stanford University
PhD, Computer Science (Human-Computer Interaction)
MS, Computer Science (Human-Computer Interaction)

2007 – 2011
University of Washington
BS, Computer Science

EXPERIENCE

2017 - present
Research Scientist, Adobe Creative Intelligence Lab
Focusing on designing tools for novice and non-expert creators and for creative collaboration online.

2011 – 2017
Researcher, Stanford HCI Group
Dissertation: Designing Crowdsourcing Techniques Based on Expert Creative Practice
Designed and implemented crowdsourcing techniques for writing short stories on Amazon Mechanical Turk (Ensemble, Mechanical Novel). Designed, prototyped, and built a social system to allow creators to share creative processes and works-in-progress online (Mosaic). Conducted interview studies, ran large-scale surveys, and analyzed system usage data to write and present academic findings.

2016
UX Research Intern, Yahoo!
Conducted usability tests for the Tumblr mobile application and a diary study on Tumblr search behavior. Collaborated closely with the Polyvore design team to run rapid concept tests with users to explore ideas for new initiatives.

2014
Research Intern, Microsoft, FUSE Labs
Developed a crowdsourcing workflow for generating and evaluating emotionally-oriented stories based on Twitter data on Amazon Mechanical Turk,

2013
Research Intern, Adobe, Creative Technologies Lab
Conducted needfinding interviews to learn how people manage personal photographs and videos. Paper prototyped and developed Motif, a personal video storytelling Android application. Designed, conducted, and analyzed results from a controlled task-oriented study in Seattle, WA and Palo Alto, CA.

2009 - 2011
Research Assistant, University of Washington, MobileASL
Developed back-end and front-end of MobileASL, a mobile video phone application optimized for sign language conversation. Created tools for collecting usage data, ran user studies, and analyzed user study data. C++/Java.

SKILLS

Research Methods
Concept testing, Crowdsourcing, Diary studies, Heuristic evaluation, Interviewing, Paper prototyping, Statistics/R, Storyboarding, Surveys, Usability testing, Wireframes

Web Technology
HTML, CSS, Ruby on Rails, jQuery, Heroku, PHP, SQL

Design
Adobe Photoshop, Adobe Illustrator

Software Engineering
Ruby, Java, Android, iOS (Swift), Git

AWARDS

Brown Institute Magic Grant, 2013

NSF Graduate Research Fellowship, 2011

Mary Gates Research Scholarship, University of Washington, 2010

CRA Outstanding Undergraduate Researcher Award Honorable Mention, 2010

ACTIVITIES

Posters and Demo Chair, ACM C&C 2019

Program Committee: ACM C&C 2017, ACM CSCW 2019

Reviewing: ACM CHI 2014 – 2017, 2019, ACM CSCW 2016 - 2019, ACM C&C 2017, ACM UIST 2014, ACM DIS 2017

CURIS Undergraduate Research Program Mentor, Stanford University, 2015

Girls Teaching Girls to Code Mentor, Stanford University, 2013

PUBLICATIONS

Kim, J., Agrawala, M., Bernstein, M. (2017). Mosaic: Designing Online Creative Communities for Sharing Works-in-Progress. Crowdsourcing. Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '17). ACM, New York, NY, USA, 246-258. **Best Paper honorable mention.**

Kim, J., Sterman, S., Cohen, A., Bernstein, M. (2017). Mechanical Novel: Crowdsourcing Complex Work through Revision. Crowdsourcing. Proceedings of the 20th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '17). ACM, New York, NY, USA, 233-245.

Kim, J., Monroy-Hernandez, A. (2016). Storia: Summarizing Social Media Content based on Narrative Theory using Crowdsourcing. Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work & Social Computing (CSCW '16). ACM, New York, NY, USA, 1018-1027.

Kim, J., Dontcheva, M., Li, W., Bernstein, M., Steinsapir, D. (2015). Motif: Supporting Novice Creativity through Expert Patterns. Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems (CHI '15). ACM, New York, NY, USA, 1211-1220. **Best Paper honorable mention.**

Kim, J., Cheng, J. & Bernstein, M. (2014). Exploring Complementary Strengths of Leaders and Crowds in Creative Collaboration. Proceedings of the 17th ACM conference on Computer supported cooperative work & social computing (CSCW '14). ACM, New York, NY, USA, 745-755.

Kim, J., Ricaurte, J. (2011) TapBeats: Accessible and Mobile Casual Gaming. Proceedings of ASSETS 2011: The 13th International ACM SIGACCESS Conference on Computers and Accessibility, Dundee, Scotland, October 24-26, 2011. New York: ACM Press, pp. 285-285.

Tran, J.J., **Kim, J**., Chon, J., Riskin, E., Ladner, R., and Wobbrock, J. (2011). Evaluating Quality and Comprehension of Real-Time Sign Language Video on Mobile Phones. Proceedings of ASSETS 2011: The 13th International ACM SIGACCESS Conference on Computers and Accessibility, Dundee, Scotland, UK, October 24-26, 2011. New York: ACM Press, pp. 115-122.

Kim, J., Tran, J.J., Johnson, T.W., Ladner, R., Riskin, E. and Wobbrock, J.O. (2011). Effect of MobileASL on communication among deaf users. Extended Abstracts of the ACM Conference on Human Factors in Computing Systems (CHI '11). New York: ACM Press, pp. 2185-2190.

Tran, J.J., Johnson, T.W., **Kim, J**., Rodriguez, R., Yin, S., Riskin, E., Ladner, R., and Wobbrock, J. (2010). A Web-Based User Survey for Evaluating Power Saving Strategies for Deaf Users of MobileASL. Proceedings of ASSETS 2010: The 12th International ACM SIGACCESS Conference on Computers and Accessibility, Orlando, FL, October 25-27, 2010.