

KATE GLAZKO

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EDUCATION

University of Washington *Expected 2028*
Incoming Fall '23 Ph.D. in Computer Science (HCI)

University of Southern California *Graduated May 2020*
M.S. in Computer Science
Overall GPA: 3.88/4.00

University of Southern California *Graduated August 2016*
B.S. in Computer Science
B.S. in Business Administration
Overall GPA: 2.93/4.00

AWARDS AND HONORS

UW Allen School CSE Research Fellowship *Awarded April 2023*
Provides fellowship support for research for three years.

Tom Wilson Leadership in Disability Award (Finalist) *Awarded May 2022*
One of 3 selected finalists.
This prestigious award recognizes young professionals who live out Lime Connect's mission of "rebranding disability through achievement".

NSF CSGrad4US Fellowship *Awarded August 2021*
Awarded to persons in industry with demonstrated potential for doctoral research.
\$34,000 for 3 years with an addition \$12,000 per year for cost-of-education.

DEN@Viterbi Scholarship *Awarded 2018, 2020*
The DEN@Viterbi Scholarship is a merit-based scholarship for outstanding students pursuing a master's program online via DEN@Viterbi.
\$8,592 funding for the semester.

Michael Yasick ADHD Scholarship by Shire *Awarded September 2018*
Awarded to 20 individuals with ADHD pursuing higher education selected by merit out of 727 applicants (2.7%).
\$2,000 award.

Best Overall, Google Hackathon at WE15 *Awarded October 2015*
Created an Augmented Reality color vision deficiency simulator for the Google Cardboard with a team of four at WE15.

National Academy of Engineering Grand Challenges Scholar *Awarded May 2015*
Awarded to the top Viterbi scholars in the Grand Challenges program.

USC Honors in Multimedia Scholar

Awarded May 2015

An honors program for students who study theoretical and applied uses of new-media tools and are part of community of scholars who are passionate about the power of visual expression.

1st Place, USA SS12 Hackathon by ProjectPossibility at CSUN Assistive Technology Conference

Awarded January 2015

Launched a first-of-its-kind mobile runner game for the visually-impaired which went on to launch on the App Store and received over 500 downloads and positive reviews from accessibility sites.

RESEARCH EXPERIENCE

Stanford University

Research Contributor- IxD Group

November 2020 - Present

Stanford, CA

- Working on the Who-Is-Zuki/Perfecto Project, a narrative-driven mobile health app, led by Dr. James Landay and Dr. Elizabeth Murnane.
- Led the grant application and cross-team writing and preparation process for an American Diabetes Association grant for the Perfecto Project, which will contribute six hundred thousand dollars across three years for the Perfecto project.
- Performed data analysis and results generation for the Zuki Longitudinal Study (2020) and wrote up respective sections in a paper which was submitted to IMWUT 2022 and is currently in revision.
- Onboarded and trained two first-time/beginner Android engineer contributors who went on to make meaningful changes to the codebase.
- Led the initiative for large-scale engineering refactor and interface modernization of the Android application, resulting in the app adopting Material Design and having design parity with other mobile health apps.
- Worked on enabling the application to allow for sustainability behavior tracking and began preparation for the Zuki for Eco Behavior Change Study, including conducting interviews.
- Working on making the app UI elements (1) more accessible- auditing the app for color and font size, and (2) localized- allowing for users to view the app in Spanish.
- Contributing to the preparations for the pilot study of the Perfecto Project- a version of the Who-Is-Zuki application that centers a Mexican-American narrative and experiences at the fore-front of the app's design.

Stanford University

Research Contributor- Design Lab

November 2021 - Present

Stanford, CA

- Along with Danyang Fan and Dr. Sean Follmer, contributed to a book chapter written on the project's focus group and feedback sessions with visually-impaired individuals which published in Hasso Plattner's Design Thinking Research, Volume 12.
- Stemming from a project started in a graduate-level data visualization class, collaborated with Ph.D. student Danyang Fan to iteratively design and prototype an accessible method for traversing digital graphs.
- Led the engineering efforts for building a spatial-audio augmented experience for traversing a web-based flowchart.

Toyota Research Institute

Research Software Engineer via HireArt.

August 2021 - August 2022

Los Altos, CA

- Worked with Dr. Ayman Shamma on a mobile-based approach to reducing carbon emissions behaviors by motor vehicle drivers, resulting in a demo paper published in IUI'22 Companion.

- Worked with Dr. Francine Chen and Dr. Laurent Denoue on designing and developing a human-AI interface to increase task completion efficiency, submitted to IUI'23.
- Collaborated with Ph.D. students Anna Kawakami, Luke Guerdan, and Professor Kenneth Holstein at CMU on a project bringing learner-centered AI to social worker training, featured in the Human-Centered Explainable AI at CHI'22.

USC Human Robot Interaction Lab

Undergraduate Researcher

June 2012 - July 2013

Los Angeles, CA

- Worked with Ph.D. student Jill Greczek and Dr. Mataric at the Human-Robot Interaction Lab.
- Assisted the main researcher, Jillian Greczek, in running human-robot interaction experiments with autistic students at LAUSD schools.
- Analyzed the outcomes of the experiments, writing a Python script to compare the students' gestures captured on a Kinect to those given to them by a human or a robot.
- Created data visualizations and analysis for an NSF grant application for continued funding.

CSSavvy at Viterbi School of Engineering

Robotics Education Undergraduate Researcher

June 2012 - August 2012

Los Angeles, CA

- As a researcher at Dr. Sheila Tejada's CS Savvy Lab, I researched and designed an accessible curriculum for freshmen to learn robotics that was used in the following years' introductory level CS classes.
- My team and I designed an interaction toolkit for programming the Pleo robot through C++.

PUBLICATIONS

Conference Papers

- [C. 2] Chen, F., Hong, MK., Denoue, L., **Glazko, K.**, Chen, Y., Klenk, M. (2022, October). CodeML: A Machine Learning-Assisted User Interface for Code Identification and Labeling *Accepted to CHI Late-breaking Work 2023*.
- [C. 1] Murnane, E., **Glazko, Y.**, Costa, J.M., Michel, M., Yao, R., Zhao, G., Hanlon, M., Duggan, P. Nickell, M., Zahrt, O., Moya, P., Crum, A., Landay, J.A. (2022, May). Can narrative-based feedback shape mindset and sustain behavior change? A field trial of the WhoIsZuki system. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* 7(1) 2023 (pp. 1-36).

Book Chapters

- [B. 1] Fan, D., **Glazko, K.**, Follmer. (2022). Accessibility of Linked Node Diagrams on Collaborative Whiteboards for Screen Reader Users: Challenges and Opportunities. *Design Thinking Research* (pp. 97-108).

Demos and Posters

- [P. 1] Shamma, D. A., Lee, M. L., Filipowicz, A. L., Denoue, L., **Glazko, K.**, Murakami, K., Lyons, K. (2022, March). EV Life: A Counterfactual Dashboard Towards Reducing Carbon Emissions of Automotive Behaviors. *In 27th International Conference on Intelligent User Interfaces* (pp. 46-49).

Workshop Papers

- [W. 3] **Glazko, K.**, Zheng, R. (2022, April). Designing for Assistive Self-Visualization. *ACM CHI 2022 Workshop on AI-Generated Characters: Putting Deepfakes to Good Use*.
- [W. 2] Kawakami, A., L. Guerdan, Y. Cheng, A. Sun, A. Hu, **K. Glazko**, N. Arechiga, M. Lee, S. Carter, H. Zhu, K. Holstein.(2022, April). Towards a Learner-Centered Explainable AI. *ACM CHI 2022 Workshop on Human-Centered Explainable AI (HCXAI)*.

- [W. 1] Arechiga, N., F. Chen, R. Iliev, E. Sumner, S. Carter, A. Filipowicz, N. Bravo, M. Van, **K. Glazko**, K. Murakami, L. Denoue, C. Hogan, K. Sieck, C. Wu, K. Lyons. Understanding and Shifting Preferences for Battery Electric Vehicles. *AAAI 2022 Workshop on AI for Behavior Change (AI4BC), 2022.*

TEACHING EXPERIENCE

USC Viterbi School of Engineering
ENGR 102 Freshman Academy Coach

August 2013 - December 2013
Los Angeles, CA

- Served as a class assistant and upper division engineering student mentor to first-year engineering students.

SPEAKER EXPERIENCE

Grace Hopper Conference
Speaker

October 2017
Orlando, FL

- Co-led a workshop about contributing to Open Source browsers and how novices can become involved in domain-specific areas of contribution including mobile and Q.A.

SCHOLARLY SERVICE

Conference Reviewing

- Student Scholarship Reviewer, TAPIA 2022.

INDUSTRY EXPERIENCE

NeuroSmart
Research Scientist

January 2023 - Current
San Francisco, CA

- Working on wearable and mobile tech for law enforcement de-escalation training.
- Performing a mix of research, Android development, user experience design, and testing duties.

Toyota Research Institute
Research Software Engineer via HireArt.

August 2021 - August 2022
Los Altos, CA

- Collaborated with Ph.D. students Anna Kawakami, Luke Guerdan, and Professor Kenneth Holstein at CMU on a project bringing learner-centered AI to social worker training, featured in the Human-Centered Explainable AI at CHI'22.
- Worked with Dr. Ayman Shamma on a mobile-based approach to reducing carbon emissions behaviors by motor vehicle drivers, resulting in a demo paper published in IUI'22 Companion.
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Mozilla
Software Engineer, Mobile

January 2019 - June 2021
Mountain View, CA

- Drove the development of complex, user-requested features such as the ability to manage Downloads in-browser for the Firefox for Android browser.
- Worked on user-facing features and design improvements such as improving the application's font themes, showing site certificates, and improving the accessibility experience.
- Ideated, prototyped, and presented multiple innovation projects including the new content bundling experience on FireTV that landed in the product and received positive reviews from customers.

Bluescape*Product Manager*

August 2017 - December 2018

San Carlos, CA

- Led development teams working on developing mixed-media collaborative workspaces and interactive content APIs that allowed these workspaces to update dynamically and accept many forms of media files.
- Managed and launched the Bluescape Mobile and Bluescape for A.R. product lines.
- Ran lean user research experiments and feature prototype development with customers across industry sectors including government, entertainment, and education.
- Served as a liaison between the development team and one of our largest entertainment industry customers and assisted in securing a seven-figure contract renewal with them.

Mozilla*Software Engineer, IoT*

January 2016 - April 2017

Mountain View, CA

- Developed and researched new IoT products with a focus on user benefit and privacy.
- Designed and researched an IoT wearable that allowed people with limited verbal and tactile abilities to communicate to others through their bracelet with simple taps and an LED display.
- Was a founding member on a team that designed a mixed-reality physical board game that could connect elders in nursing homes to game night at home.
- Designed the quadrotor control demo for Project Flyweb, a project allowing control of IoT devices directly from the browser in a secure way.

StealthFly*Co-Founder*

January 2015 - July 2020

Los Angeles, CA

- Collaboratively designed StealthFly, the first runner-style game for the visually impaired and prepared for the finals held at the CSUN Accessibility Conference by testing the game with visually-impaired people at USC and incorporating their feedback.
- Presented the prototype and research methods at the SS12 USA Hackathon, where a panel of experts in the accessibility field judged our game and awarded us 1st place.
- Iterated on additional feedback that we had received at the conference and published our app to iOS and Android where we acquired more than 1,000 paying users and were featured positively on an iOS accessibility app review site.

INTERNSHIP EXPERIENCE

Mozilla*Release Management Engineering Intern*

June 2015 - August 2015

San Francisco, CA

- Re-designed and developed new front-end for Firefox Release Notes, which is a high-traffic page viewed by thousands of users.

Mozilla*Mobile Q.A. Engineering Intern*

May 2014 - August 2014

Mountain View, CA

- Created a Selenium Python/JS automated test suite for Firefox OS's Find My Device application which enabled several critical bugs to be caught before being released into production.
- Wrote 2 different developer tools Firefox OS applications that were featured in the app store and received more than 400 downloads.

DreamWorks Animation*Platform Operations Engineering Intern*

January 2014 - May 2014

Glendale, CA

- Converted DevOps' manual method of tracking device storage into an automated dashboard using HTML/CSS/Python Flask which resulted in a 10x faster process for finding out which VM is performing which tasks.

ReachLocal

July 2012 - December 2012

Software Engineering Intern

Woodland Hills, CA

- Created new automated tests with Selenium and Python and integrated them into a distributable, Java-compatible module with Maven and Jython.

Apple

January 2012 - December 2013

Campus Rep

Los Angeles, CA

- Partnered with the bookstore to drive sales during large events such as freshman orientation and homecoming.
- Created a new program for marketing Apple products to engineering majors which increased penetration of products to engineering school at USC by ~200%.

OTHER ACTIVITIES

Bair Island Aquatic Center

July 2017 - Current

Novice Crew Team Member

Redwood City, CA

- Trained and competed for the novice crew team.
- Was nominated and voted by the members of the club to receive the Rising Star award in 2018 for significantly improving my fitness and rowing technique.
- Participated in volunteering efforts for supporting local homeless communities, local environmental clean-ups, and fundraising to support adaptive and accessible rowing for disabled rowers and veterans.

Westside German Shepherd Rescue

September 2014 - December 2015

Dog Walker

Los Angeles, CA

- Walked German Shepherds awaiting adoption multiple times a week.
- Introduced prospective adopters to dogs ready for adoption.

USC Aerial Robotics Team

January 2012 - August 2014

Software Team Member, President

Los Angeles, CA

- Worked with a group of students to design, build, and program an autonomous quadrotor with capabilities of wall detection, path following, and object location and retrieval.

Alpha Chi Omega

October 2011 - May 2015

Member

Los Angeles, CA

- Volunteered for organizations focused on assisting victims of domestic abuse. Participated in outreach and fundraising events for the Good Shepherd Shelter, a local home for women and children who have endured domestic abuse.