

# John J. Robinson

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## Education

Ph.D. <b>Human-Centered Design and Engineering</b> University of Washington	2014-Present
Bachelor of Science <b>Human-Centered Design and Engineering</b> University of Washington	2012-2014
Bachelor of Science <b>Psychology</b> University of Washington	2012-2014
<b>Computer Science</b> Rochester Institute of Technology	1997-1999

## Peer-Reviewed Papers

Sharing Food, Gathering Information: The Context and Visibility of Community Information Work in a Crisis Event

Dailey, D., **Robinson, J.**, Starbird, K. (2016) *iConference Proceedings*.

Examining the Role of Human and Technical Infrastructure during Emergency Response

**Robinson, J. J.**, Maddock, J., Starbird, K. (2015) *Conference on Information Systems for Crisis Response and Management*.

Expressed Uncertainty and Denials as Signals of Online Rumoring

Starbird, Kate, Emma Spiro, Ahmer Arif, Fang-Ju Chou, Sindhuja Narisimhan, Jim Maddock, Kelley Shanahan and **John Robinson** (2015). *Collective Intelligence 2015*, Santa Clara, California.

Collaborative Visual Analysis of Sentiment in Twitter Events. Michael Brooks, **John J. Robinson**, Megan K. Torkildson, Sungsoo (Ray) Hong, Cecilia R. Aragon. International Conference on Cooperative Design, Visualization, & Engineering (CDVE) 2014.

Game Design for Bioinformatics & Cyberinfrastructure Learning: A Parallel Computing Case Study. Perry. D., **Robinson, J. J.**, Cruz, S., Aragon, C., Chowning, J., Peters, M. *Concurrency: Practice and Experience*. 2014.

Diverse Player Experiences in the Design of Science Games for Bioinformatics. Perry, D., Lynch, A., Joshi, A., Hellman, K., **Robinson, J. J.**, Oyadomari, A., Richtarik, M., Aragon, C. R. *1st Chilean Conference on Human-Computer Interaction, ChileCHI 2013*.

Statistical Affect Detection in Collaborative Chat. Brooks, M., Kuksenok, K., Torkildson, M. K., Perry, D., **Robinson, J. J.**, Scott, T. J., Anicello, O., Zukowski, A., Harris, P., Aragon, C. R. *CSCW 2013*.

## Workshop Papers

Kuksenok, K., Brooks, M., **Robinson, J. J.**, Perry, D., Torkildson, M. K., Aragon, C. R. 2012. Automating Large-Scale Annotation for Analysis of Social Media Content. *Interactive Visual Text Analytics workshop poster, VisWeek 2012*.

## Research Experience

### Researcher

Emerging Capacities of Mass Participation Lab  
University of Washington  
Human-Centered Design and Engineering  
PI: Kate Starbird

2013-Present

Collect and analyze data, exploring many aspects of social media usage during crises through mixed-method approaches. Quantitative analyses using Python and R, and qualitative analyses through interviews, social media traces, and crowdsourced experiments. Qualitative analysis with grounded methods.

Built several tool frameworks to support these processes, including a web framework to support collection of social media data, grounded labeling, and visualization of the data. Also mentoring of graduate and undergraduate students.

### Researcher

Decision Making in Uncertainty Lab  
University of Washington Psychology  
PI: *Susan Joslyn*

2012-Present

Designed and developed experiments to investigate decision making with various types of uncertainty. These included experiments developed for computers and the web. Also wrote tools for specialized data analysis, and helped analyze data sets using R and SPSS. Additionally used Tableau for quick exploration of older datasets.

*Python, Django, MySQL, Excel, Visual Basic, SPSS, R, Tableau*

## **Researcher**

Scientific Collaboration and Creativity Lab

University of Washington

2012-2014

PI: *Cecilia Aragon*

Worked with fellow researchers on multiple research projects including: Agave and Text Prism. Helped design and develop Agave, a web-based Twitter analysis tool that integrates sentiment as an additional dimension in finding and analyzing events. Text Prism is a web based manual coding tool for labeling of chat data. Developed tools for collection and analysis of multiple datasets including the 2013 Super Bowl Twitter dataset. Also helped design user studies and analyze the qualitative data.

JavaScript, D3, Python, PHP, MySQL

## **Undergraduate Research Assistant**

Games for Good

University of Washington

2012-Present

PI: *Cecilia Aragon*

Designed and developed game prototypes for teaching abstract computer science concepts to high school students. Developed an in-game API and server backend to collect and store information from testing of multiple games. Helped test participants, analyze data, and contribute to multiple papers.

*Unity3D, C#, RestSharp, JSON.net, Python, Django, MySQL, Wordpress*

# Professional Experience

## Content Engineer

Microsoft

2013-2014

Designed and developed CSS and JavaScript solutions for Windows Phone. Lead development for full redesigns of dev.windowsphone.com and dev.windows.com. Included building several web services to support interactive content across multiple services. Also developed tools for publishing. Worked with marketing, design, and user experience to ensure all stakeholders issues were successfully addressed on time.

*C#, Python, Scikit learn, CSS, JavaScript, jQuery*

## Software Development Engineer

Microsoft

2011-2012

Developed a specialized Xbox storefront experience using Unity3D. Work included voice recognition, custom tools for startup optimization, a localization framework, media playback, and custom build tools. Built a custom startup profiling and visualization tool to diagnose and improve parallelization of startup with multiple cores and limited disk access.

*C#, Unity3D, C++, Xbox 360, Javascript, CSS, and MSBuild.*

## Software Engineer

Tideworks Technologies

2009-2011

Worked with customers to design communications protocols and key software components for the terminal operations system, Spinnaker. Tasks included database API maintenance and extension, test framework design and development, test monitoring tools, and web applications for extending functionality to multiple devices.

*C#, WPF, C++, COM, MFC, Javascript, JQuery, jqGrid, and Oracle.*

## Software Development Engineer

Microsoft (ACES Studio)

2009-2009

Developed user interface for Train Simulator 2 and ESP in C++ with XUI. Designed and developed new UI, a secure in-game web-browsing experience, and custom tools to optimize development workflow and testing.

*C++, C#, XUI, Win32, DirectX*

## Software Engineer

Altova GmbH

2004-2006

A senior developer on the MapForce team. Handled UI and application features through three product shipping cycles. These included design and development of user-defined functions, projects, and web services. Also handled source and project generation for C++, C#, Java, XSLT 1, XSLT 2.0, and XQuery. Heavily optimized and improved generated code and database abstraction layers.

*C++, MFC, Win32, C#, Java, XSLT 1, XSLT 2, XPath, XQuery, Oracle, MySQL, MSSQL, SOAP, Perforce*

## Software Developer

Philips Electronics

2001-2004

Developer lead on internet start-up group for UI and file systems. Designed and developed key components for the first internet-streaming consumer electronics devices with embedded C and C++. Shipped the original six products for the Streamium line. Designed and developed user interface and ISO9660 and UDF file systems. Additionally developed several Windows-based tools to aid in content development and proof of concept.

*C, C++, C#, PSOS, Win32, MFC*

## Software Developer

ReQuest Multimedia

1999-2001

Lead developer for start-up that created the first internet-connected stereo system component. Developed drivers and device interfaces. Architected and developed initial phase of next generation platform.

*C++, C, QNX, BeOS, STL, Perforce*

## Development Skills

### Programming Languages

C#, Python, C++, C, JavaScript, PHP

### Databases

SQL, MySQL, Mongo, Oracle, MSSQL

### Web

HTML, CSS, JavaScript,  
Angular.js, jQuery, D3.js,  
Django, Backbone.js,  
Less, PHP

### Data Analysis

R, SPSS, Tableau

### Development Tools

Git, Perforce,  
MSBuild, GNU make

### Miscellaneous

Unity3D, MFC, WPF, XAML,  
XUI, Xbox, XPath, XSLT

## Awards

NSF Graduate Research Fellowship

2015

Student Innovation Award (Undergraduate)

Human Centered Design and Engineer  
University of Washington

2014

Sakson Diversity Scholarship  
University of Washington

2013-2014

Lee Prock Scholarship  
University of Washington

2013-2014