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Emily Hastings

Education

2016 to Present University of Illinois Urbana-Champaign, IL

Ph.D. Degree in Computer Science

- Program in progress: specialization in Human-Computer Interaction, advised by Brian Bailey
- Earned **M.S. in Computer Science** along the way in 2019
- Research interests: team formation, crowdsourcing, algorithm awareness, STEM education
- Graduate Measurement Science and Engineering Fellow (National Institute of Standards and Technology)
- Mavis Future Faculty Fellow

2012 to 2016 Knox College Galesburg, IL

Bachelor of Arts Degree in Computer Science

- Summa cum laude (GPA: 3.95/4.0)
- Independent minor: Renaissance and Medieval Studies
- Phi Beta Kappa, winner of E. Inman Fox Prize, Paul's Prize in Computer Science

Technical Skills

- Microsoft Office, Windows, Google App Suite
- Knowledge of research methodologies, statistical analysis techniques, R, academic writing
- Experience with Java, Python, C, HTML/CSS, Javascript/JQuery, Android development

Research Experience

Summer 2018 to 2020 National Institute of Standards and Technology Gaithersburg, MD

Guest Researcher/GMSE Fellow

- Worked with Knowledge Extraction Application team in Engineering Laboratory toward quantifying human skill level from historical data and improving team formation for maintenance (advised by Michael Brundage, Thurston Sexton)

Fall 2016 to Present University of Illinois at Urbana-Champaign Urbana-Champaign, IL

Research Assistant

- Conducting studies with a team investigating issues concerning the use of algorithmic team formation tools.

Summer 2013-15 Knox College Department of Computer Science Galesburg, IL

Research Assistant

- Summer 2013 (advised by David Bunde):
  - Researched Dragonfly interconnect topology
  - Worked with a team to investigate cabling methods on Dragonfly machines
  - Worked on task mapping on Dragonfly machines
- Summer 2014 (advised by David Bunde):
  - Worked with a team to develop materials to help teach parallel programming at Knox and other institutions
  - Designed, implemented and parallelized an adventure-style game
  - Winner of 2014 Best Student Seminar Award at Summer Science Seminar Series
- Summer 2015 (advised by Jaime Spacco):
  - Worked with a team to develop Knoxcraft (https://github.com/knoxcraft), a system that allows students to use Java/Python code to build structures in the game Minecraft
  - Supported by Knox's Artists, Scientists, Scholars, and Entrepreneurs of Tomorrow (ASSET) program
- Presented work at Summer Science Seminar Series
- Presented work at Horizons Celebration of Student Research, Scholarship, and Creative Work

Other Experience

Fall 2014, 2015, Spring 2016 Knox College Department of Computer Science Galesburg, IL

Teaching Assistant

- Graded homework and lab assignments
- Held office hours and help sessions