Urbana, IL • (309) 368-3376 • ehstngs2@illinois.edu • emhastings.github.io

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, STEM education, crowdsourcing, algorithm awareness,
- Graduate Measurement Science and Engineering Fellow (NIST), 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):
  - Worked with a team to investigate cabling methods for Dragonfly interconnect topology
  - 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
  - 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

| Spring, Fall 2021 | University of Illinois Department of Computer Science | Urbana-Champaign, IL |

Teaching Assistant (User Interface Design)
- Ran studio sections, gave feedback on and evaluated course projects, developed exams, held office hours.
- Ranked as Excellent by Students (SP21 evaluation: 4.63/5)

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

Teaching Assistant (Introduction to Computer Science, Program Design and Methodology)
- Graded homework and lab assignments, held office hours and help sessions