Benjamin Xie

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EDUCATION

UNIV. OF WASHINGTON

Ph.D. in Information Science
Sep 2016- | Seattle, WA
Code & Cognition Lab
advisor: Andrew Ko. GPA: 3.9/4.0

MASSACHUSETTS INSTITUTE OF TECHNOLOGY

M.Eng. in Computer Science
June 2016 | Cambridge, MA
conc. in artificial intelligence
thesis: *Progression of Computational Thinking Skills Demonstrated by App Inventor Users.* advisor: Hal Abelson
GPA: 4.7 / 5.0

S.B. in Computer Science
June 2015 | Cambridge, MA
humanities conc. in Education
GPA: 4.5 / 5.0

COURSEWORK

UNIV OF WASHINGTON

computer-aided reasoning • computer-supported collab. learning • item-response theory • design methods in information science

MIT

machine learning • human intelligence enterprise • fundamentals of probability • user interface design • games and simulations for education

SKILLS

LANGUAGES

javascript, python, R, racket, SQL, java, MATLAB, HTML, CSS, PHP, ruby, scala

LIBRARIES & FRAMEWORKS

visualization: ggplot, pandas, d3.js.
front-end: react, angularJS, jQuery.
back-end: nodeJS, django, rails.
Testing: Jasmine, Protractor

SOFTWARE & SERVICES

linux, vim, git, iPython, eclipse, heroku, AWS, wordpress

LINKS

Twitter:// **@benjixie**
Github:// **bxie**
LinkedIn:// **benjaminxie**
Medium:// **@benjixie**
Google Scholar:// **Benjamin Xie**

RESEARCH EXPERIENCE

U.W. INFORMATION SCHOOL | R.A., Guest Faculty

Sep 2016 – Present | Code & Cognition Lab
Research in computing education in online environments. Interests in mixed-initiative interactions. Current projects include 1) creating an adaptive formative assessment tool to inform CS learners of their competencies and identify misconceptions, 2) teaching program comprehension (reading code) before construction (writing code). Publications in ACM ICER, SIGCSE.

MIT CENTER FOR MOBILE LEARNING | R.A., Mentor

Aug 2013 – Sep 2016 | MIT App Inventor
Analyzed data from >10k users to understand how people learn computational skills by creating apps with MIT App Inventor. Organized initiative with four institutions nationwide to improve understanding of user behavior. Mentored 8 students' research projects. Published papers on quantitative findings relating to usability, learning resources, learner behavior. (IEEE VL/HCC 2016, ACM SPLASH 2015)

WORK EXPERIENCE

NOVOED | Engineering & Data Science Intern

June 2015 – Aug 2015 | San Francisco, CA

- Developed, fixed, tested, and deployed code in fast-paced agile startup environment with small team
- Wrote and tested algorithm to rank forum posts by activity, temporality
- Implemented and integrated automated end-to-end testing for social online learning environment

APPNEXUS | Intern, API Team

June 2014 - Aug 2014 | New York, NY

- Designed data analysis system to aggregate log data from multiple sources
- Validated findings and service in test and production environments and iteratively improved system

EBAY, INC. | Intern, Marketplaces Team

May 2013 - Aug 2013 | San Jose, CA

- Implemented data dashboard of multi-platform usage to develop a device-independent service layer for eBay global marketplaces

AWARDS

2016-21	National Science Foundation (NSF) Graduate Research Fellowship
2015	Outside Lands Hackathon (Outside Hacks) Winner
2014-15	MIT EECS-Google Research and Innovation Scholar
2013-16	USTFCCCA All-Academic Honoree in Cross Country, Track
2006	Eagle Scout, Boy Scouts of America

AFFILIATIONS

2017-	Head of Learning Co-Op	Seattle Data for Good
2017	Instructor	UW INFO 370 (Intro to Data Science)
2016-	Educational Counselor	MIT Educational Council
2016	Mentor	Google Summer of Code, MIT Media Lab
2014-15	Teaching Assistant	Prospect Hill Academy
2014, 15	Program Committee	MIT EECS Undergraduate Conference (EECScon)
2011-16	Coach, Captain, Athlete	MIT Cross Country, MIT Track & Field