John J. Robinson

Seattle, WA
johnjrobinson.net
soco@uw.edu
Github: geosoco

Education

Ph.D.
Human-Centered Design and Engineering
University of Washington   2014-Present

Bachelor of Science
Human-Centered Design and Engineering
University of Washington   2012-2014

Bachelor of Science
Psychology
University of Washington   2012-2014

Computer Science
Rochester Institute of Technology   1997-1999

Peer-Reviewed Papers

Upvote My News: The Practices of Peer Information Aggregation for Breaking News on reddit.com. Leavitt, A., & **Robinson, J. J.** *(2018). CSCW 2018. ACM. 10.1145/3134700*

Closer Look at the Self-Correcting Crowd: Examining Corrections in Online Rumors. Arif, A., **Robinson, J. J.**, Stanek, S. A., Fichet, E., Townsend, P., Worku, Z., & Starbird, K. A. (2016). CSCW 2016.

The Role of Information Visibility in Network Gatekeeping: Information Aggregation on Reddit during Crisis Events. Leavitt, A., **Robinson, J. J.** (2016). CSCW 2016.

Eyes on the Ground: Emerging Practices in Periscope Use during Crisis

Events. Fichet, E., **Robinson, J. J.**, Dailey, D., & Starbird, K. (2016) Conference on the Information Systems for Crisis Response and Management.

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   2013-Present
Human-Centered Design and Engineering
PI: Kate Starbird

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   2012-Present
PI: *Susan Joslyn*

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 addressed and the customers were successfully

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   2013-2014
University of Washington

Lee Prock Scholarship   2013-2014
University of Washington