Katherine Lo

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Education

University of California, Irvine, Irvine, CA   **June 2020 (est)**
PhD in Information and Computer Sciences
Advisor: Paul Dourish

University of California, Irvine, Irvine, CA   **June 2013**
Bachelors Degree in Mathematics, Minor in Information and Computer Sciences

Skills

Research: User Interviews, Qualitative/quantitative survey design and analysis, workshop design
Technical: Java, SQL, Python, HTML, CSS, Max/MSP

Academic Experience

Graduate Research Assistant   **September 2014 - Present**
University of California, Irvine
• Working with Paul Dourish and Morgan Ames in the Laboratory for Ubiquitous Computing and Interaction. I study advocacy, policy, and design decisions around harassment and moderation in online platforms to understand the political and infrastructural entanglements that shape the social responsibility commitments of social media platforms.

Research Assistant   **April 2013 – November 2014**
University of California, Irvine
• Worked with Judith Olson in the Hana Lab to design and develop a software system for recognizing author voices in collaboratively written papers. Compiled a comprehensive handbook on related literature.

Research Assistant   **February 2012 – October 2013**
University of California, Irvine
• Worked with Bonnie Nardi in the Technology, Design & Culture Lab in the Department of Informatics, studying the impact of mechanical devices on player experience of games and the role of material game elements in player identity.

Undergraduate Researcher   **October 2010 - January 2011**
University of California, Riverside
• Worked in the Department of Biomedical Sciences, running gel electrophoresis, tail DNA prep for genotyping, cryosectioning, spectrophotometry, maintaining and running experiments on cells.

Industry Experience

PhD Research Intern   **April 2016 – July 2016**
Microsoft Research Cambridge
• Working with Alex Taylor to write a theoretical analysis of algorithms as infrastructures through a study on geo-mapping technologies and online social news platforms.

Gaming Diversity and Developer Relations Intern   **June 2015 – September 2015**
Intel
• Coordinated Intel-driven diversity initiatives and programs in the gaming industry, assisted with AAA game company accounts, and researched new technologies used in games.

Publications

Marwick, A., Blackwell, L., & Lo, K. (2016). *Best Practices for Conducting Risky Research and Protecting Yourself from Online Harassment (Data & Society Guide)*. New York: Data & Society Research Institute.

Fox, S., Asad, M., Lo, K., Dimond, J., Dombrowski, L., Bardzell, S. 2015. Exploring Social Justice, Design, and HCI. *Workshop at the ACM Conference on Human Factors in Computing Systems 2016 (CHI 2016)*, San Jose, California.

Erin Mindell Cannon, Priya Chawla, Katherine Lo, and Haley Adams. 2016. igniteCS: Addressing Undergraduate CS Retention. *In Proceedings of the 47th ACM Technical Symposium on Computing Science Education (SIGCSE '16)*. ACM, New York, NY, USA, 238-239.

Ames, M.G., Lo, K., Dourish, P. The Gendered Mythologies of Computing Culture. *Workshop paper at CSCW 2015, ACM Conference on Computer-Supported Cooperative Work*. ACM Press, March 2015.

Shelton, M. L., Lo, K., & Nardi, B. Online media forums as separate social lives: A qualitative study of disclosure within and beyond reddit. In Proc. iConference, 2015. *Lee Dirks Award for Best Paper Finalist*

Melchior, B., Garcia, A. E., Hsiung, B., Lo, K. M., Doose, J. M., Stalder, A. K., ... & Carson, M. J. Dual induction of TREM2 and tolerance-related transcript, Tmem176b, in amyloid transgenic mice: implications for vaccine-based therapies for Alzheimer's disease. ASN Neuro. 2010.

Presentations

"Understanding Online Harassment: Definitions, Ethics, and Prevention" Grace Hopper Conference. October 2016.

"Online Platforms for Marginalized Communities" Newcastle University Open Lab. July 2016. Invited talk.

"Designing for community needs across online platforms." Microsoft Research Social Computing Symposium 2016. New York University. January 2016. Invited talk.

"Presentations as a Form of Writing – How to Prepare and Give Presentations." Informatics 162W: Organizational Information Systems. University of California, Irvine. January 2015. Guest Lecture.

"Information Infrastructures" Informatics 162W: Organizational Information Systems. University of California, Irvine. January 2015. Guest Lecture.

"Design Methodologies in Human-Centered Computing." Informatics 161: Social Analysis of Computing. University of California, Irvine. October 2014. Guest Lecture.

"Reflective Design." Informatics 161: Social Analysis of Computing. University of California, Irvine. November 2014. Guest Lecture.

"Manipulation of Mechanical Devices in Video Games: Implications for Understanding the Material and the Immaterial in Computing Experience." UC Irvine Undergraduate Research Symposium. May 2013

"Manipulation of Mechanical Devices in Video Games." Summer Undergraduate Research Fellowship in Information Technology Symposium. May 2013

Leadership Experience

Director   **October 2015 - Present**
Girls Code
• Acquired $25,000 in funding for workshops series at two high schools in California, designed a curriculum for a 4 week computing workshop series for high school girls in underserved communities, recruited, trained and led a team of paid undergraduate mentors, led workshops series in Richmond, CA, and co-led collection of data for research on CS education. Currently building a curriculum for and leading mentorship training programs for the AspireIT, Explore ICS, and IgniteCS diversity programs at UC Irvine.

Graduate Advisor   **August 2014 - Present**

Women in Information and Computer Sciences (WICS), University of California, Irvine

• Mentor students in a female undergraduate affinity group, guide group officers in organizing events, connect them with external groups for women in technology and corporations. Oversee and co-write funding proposals and have received $40,000+ in funding. Advising and revising curriculum for AspireIT, a workshop series for middle school girls in underserved communities, funded ($5,000) by the National Center for Women in Information Technology (NCWIT). Designing and co-leading IgniteCS, an annual computing workshop series for high school girls in underserved communities funded ($10,000) by Google. Advising, co-organizing, and co-designing the Explore ICS mentorship program, funded ($15,000) by NCWIT.

Founder and Moderator   **January 2010 - Present**

/r/GirlGamers

• Moderating an online community of over 40,000 members, ensuring a welcoming presence for isolated women in gaming, mediating critical discussion on gender in video games and the games industry, organizing events and groups both online and offline for members of the community, and responding to the needs of the developing community.

Talent Relations Lead Assistant   **June 2009 - Present**

Comic-Con International

• Leading a team of staff members and security to assist and accommodate A-list talent during San Diego Comic-Con, the largest pop-culture convention in the country with over 130,000 attendees.

Ambassador   **November 2014 – January 2016**

Girls Make Games

• Assist in coordinating hiring, partnerships, and space reservation for the Girls Make Games Camps.

Communications Chair   **October 2014 – June 2015**

Informatics Graduate Student Association, University of California, Irvine

• Assisted in organizing professional and social events for Informatics graduate students, maintained social media presence for the organization, sent out emails and notifications for events and announcements, administrated student mailing lists for the department.

Founder and Organizer   **October 2012 – April 2014**

init(together) Southern California Women in Computing Conference

• Raised over $17,000 in funding, planned conference program, organized venue, arranged and executed outreach and publicity, coordinated speakers, and ran a day-long conference with approximately 350 attendees. Now an organization for underserved young adults aspiring to work in technology fields. Conference website at init-together.com.

President   **June 2012 – August 2013**

Women in Information and Computer Sciences (WICS), University of California, Irvine

• Led a student outreach group for women in information and computer science fields. Increased organization membership from 10 to 60+ involved students, raised $4,500 to send female students to the Grace Hopper Celebration of Women in Computing, brought numerous Fortune 500 companies to host events for students, organized social events, and facilitated mentorship programs for female computer science majors.

Teaching Experience

Teaching Assistant   **April 2015 – June 2015**

University of California, Irvine

• Graduate teaching assistant for ICS 10: How Computers Work, with Professor David Kay. Held lab hours to help students work on projects, grade student assignments.

Teaching Assistant   **September 2014 – March 2015**
University of California, Irvine
• Graduate teaching assistant for Informatics 162W: Organizational Information Systems, with Professor Geoffrey Bowker. Held discussion sections twice per week to teach qualitative methods and writing, gave four guest lectures, designed student assignments, facilitated student presentations, coached student writing, graded final projects.

Teaching Assistant   **September 2014 – December 2015**
University of California, Irvine
• Graduate teaching assistant for Informatics 161: Social Analysis of Computerization, with Professor Paul Dourish for Fall 2014. Held discussion sections twice per week, gave three guest lectures, designed student assignments, facilitated student presentations, coached students individually and in groups, graded writing assignments and final projects.

Awards & Fellowships
Google Travel Grant Recipient, 2015, 2016
National Science Foundation Graduate Research Fellow, 2016
UC Berkeley Center for Technology, Science and Policy Fellow, 2016
Google Anita Borg Memorial Scholarship, 2015
National Science Foundation Graduate Research Fellowship Program, Honorable Mention, 2015
Girls Make Games GDC Scholarship, 2015
Lee Dirks Award for Best Paper Finalist, iConference 2015
Graduate Dean's Recruitment Fellowship, 2014
Dean's Chair Award, 2014
Summer Undergraduate Research Fellowship in Information Technology, 2012
Honorary Summer Undergraduate Research Program Fellowship, 2012
Dean's Honor List, University of California, Irvine – Fall 2011 - Spring 2013

Service
Collective Member and Reviewer, Different Games Conference 2016
Reviewer, ACM SIG Computer Human Interaction Conference 2015, 2016
Program Committee Member, Celebration of Women in Computing in Southern California 2014
Student Volunteer, ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2015)