CSE ACM-W brown bag lunch, November 2009: From the left are Prof. Anna Karlin, Nancy Do, Nadine Tabing, Sylvia Tashev, Kate Moore, Sophia Wang, Kathleen Tuite, and Shulin Yang.

The *NY Times* features UW CSE in “Computer Science Takes Steps to Bring Women to the Fold.” Cherie Cheung, Julie Letchner, Ed Lazowska, Sierra Michels-Slettvet, and Tanya Bragin watch Roxana Geambasu demonstrate a research prototype.

The CSE contingent at the 2009 Grace Hopper Celebration of Women in Computing:
Back row: Kim Todd, Allison Obourn, Rita Sodt, Alyssa Harding, Coral Peterson, Sylvia Tashev, Kathleen Tuite, Sara Su (alum), and Megan Reardon. Front row: Stephanie Smallman, Angie Zhu, Yuki Liang, Kate Moore, Lynn Yang, Kristi Morton, Julie Letchner, Miryung Kim (alum), Leilani Battle, and Nancy Do.

The Women of UW CSE

December 2009

The Women of CSE

More than 100 women are members of the UW Computer Science & Engineering student and faculty community. Here are some of them ...

Gail Alverson

I have been with Cray Inc., the supercomputer company, since I graduated from the University of Washington Department of Computer Science with my PhD in 1991. I love the challenges of working with parallelism and the race to achieve top sustainable speed. At Cray I've grown from being a software engineer designing and developing parallel runtime systems to leading a set of technical projects for our VP of Research and Development (who is also a woman!). I'm honored to be an Affiliate Professor in the department of Computer Science and Engineering, where I have taught classes with a focus on software engineering. I have 16 patents on different aspects of multithreaded systems and have contributed to systems that enable hard-core science to be attained, but my greatest achievement over these years is my three daughters, who take the words love and challenge, to all new heights.

Saleema Amershi

I'm a PhD student at UW CSE advised by James Fogarty. I'm also a member and former student coordinator of the dub group, an interdisciplinary HCI group at the University of Washington that includes faculty and graduate students from departments throughout campus and industry researchers from local area research labs. My research interests are in human-computer interaction, statistical machine learning, intelligent user interfaces and user modeling.

I'm currently working on designing new approaches for enabling effective end-user interactive machine learning. I also currently hold a 2009 Google Anita Borg Scholarship.

Ruth Anderson

I am a lecturer in the Computer Science and Engineering department at UW, where I received my PhD in 2006. I'm also doing research in educational technology, information and communication technology for the developing world, and computer science education. When not sitting in front of a computer, you can find me out hiking, backpacking and running.

Indriyati Atmosukarto

I am currently in my final year as a PhD student at UW CSE. My research interests are in computer vision, computer graphics and machine learning. My recent research work has been in applying computer vision and machine learning techniques to analyze 3D shapes for quantification, classification, and retrieval. I'm currently collaborating with medical doctors at the Seattle Children's Hospital to analyze and quantify the 3D shape variation of various craniofacial disorders. When not working on my thesis work, I'm excitedly preparing for the arrival of my first baby due the end of January 2010.

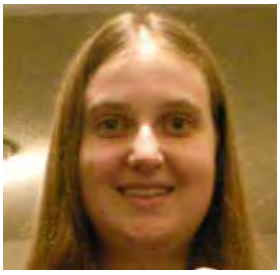
The Women of CSE

Magdalena Balazinska

I am an assistant Professor in the department of Computer Science and Engineering at the University of Washington. My research interests are broadly in the fields of databases and distributed systems. My current research focuses on distributed stream processing, sensor and scientific data management, and cloud computing. I hold a PhD from the Massachusetts Institute of Technology (2006). I am a Microsoft Research New Faculty Fellow (2007), received an NSF CAREER Award (NSF IIS-0845397), a Rogel Faculty Support Award (2006), and a Microsoft Research Graduate Fellowship (2003-2005).

Katherine Baker

I am a post-baccalaureate pursuing an undergraduate Computer Science degree after obtaining a J.D. and practicing as an attorney in Seattle for several years. I'm in my first year of the program. My favorite classes in the department so far include Data Structures and Concepts and Tools for Software Development. When not staring at code, I like to travel and read about law and politics.



Naomi Bancroft

I am an undergraduate in CS and linguistics, graduating in a year and a half. My interests include natural language processing, machine learning and HCI. Last summer I took part in a research project with the latter two. For fun I like to play music video games.

Emily Bender

I'm an Assistant Professor in Linguistics and Adjunct in CSE. My primary areas of interest are computational linguistics (especially grammar engineering and NLP), syntax and the study of variation. My language interests include (Standard) English, AAVE, French, Japanese, Mandarin, ASL, and Malayalam. My current research projects include the LinGO Grammar Matrix, an open-source toolkit, designed to jump-start the development of broad-coverage precision-implemented grammars of diverse languages. The Grammar Matrix is developed in the context of the DELPH-IN collaboration.

I received my PhD from the Linguistics Department at Stanford University, where I joined the HPSG and LinGO projects at CSLI. I've also studied at Tohoku University in Sendai, Japan. The topic of my dissertation (available online) is the relationship of non-categorical constraints on sociolinguistic variation to competence grammar. The data I focus on come from the well-studied case of copula absence in African American Vernacular English.

Hannah Christensen

I am an undergraduate junior in computer engineering, specializing in software. I became interested in the department after taking the intro CSE classes and discovering that I love programming! I am also very interested in animation and would love to work at Pixar some day. In my free time I enjoy playing the fiddle, reading, solving logic puzzles, and skiing.

The Women of CSE

Kate Deibel

I am a doctoral candidate at UW CSE and expect to defend in spring 2010. My research interests lie in the various intersections of technology, education, disability, and literacy. My work has included promoting the inclusion of students with disabilities in higher education and research and development on assistive technologies for reading disabilities (e.g., dyslexia). My dissertation work is an analysis of the factors that lead to technology adoption or abandonment among adults with reading disabilities. Although I envision my future in education research, my time at UW CSE has provided a rich multidisciplinary perspective to my work. When not writing my dissertation, I enjoy improvisational cooking and dutiful study of graphic novels and other forms of sequential art.

Tamara Denning:

I am a third-year PhD student at the University of Washington with interests in computer security and privacy, ubiquitous computing, and human-computer interaction. My recent projects have dealt with security for wireless implantable medical devices, neurosecurity, and the security of household robots. I am a 2009 Microsoft Research Women's Scholarship Recipient. I received my B.S. in Computer Science from the University of California, San Diego, in 2007.

Ivayla Dermendjieva

I graduated last summer from the University of Washington with a degree in Computer Engineering and am currently back at the UW, completing a masters in Computer Science. I am particularly interested in computer security and privacy as it applies to anything from systems to human-computer Interaction. In my spare time I love to do any kind of sports or play music, and on most any day, you can find me in one of Seattle's many amazing coffee shops.

Nancy Do

I am a junior at UW and the ACM-W Secretary. Last summer, I worked at Microsoft as a test intern for the Office Project team. I love playing the piano, traveling, and shopping.

Happy Dong

My name is Happy like the dwarf, and I'm currently a Junior studying Computer Science at the University of Washington. I'm interested in pretty much everything I learn in CSE because I learn something new every day and it all fascinates me. I definitely want to pursue the field of computer animation (especially after taking the Animation Capstone at UW, which changed my life) because I am a pretty artistic person and I love creating stories and breathing life into an initially empty canvas. When I'm not in the CSE labs or sleeping, I enjoy doing art, playing around on Adobe Photoshop, eating at every restaurant on the Ave, watching horror movies, laughing at inanimate objects, and wrestling with my kitties.

The Women of CSE

Emer Dooley

I am a faculty member at the University of Washington. I specialize in technology strategy, entrepreneurship and venture capital and teach in both the Business School and the Department of Computer Science and Engineering, where I am an adjunct professor. I work with the Center for Innovation and Entrepreneurship (CIE), where my primary goal is to involve students in all aspects of company creation, technology commercialization, and investment. I was awarded the University's Distinguished Teaching Award in 1997.

I have a B.Sc .and M.Eng. from the University of Limerick in Ireland, and an MBA and Ph.D. from the University of Washington. Prior to joining the university, I worked as a senior design engineer with Digital Equipment Corporation in Ireland and in the US, and as marketing manager with Mosaix, a Seattle computer-telephony start up.

Susan Eggers

I'm a Full Professor in CSE and the Microsoft Professor of Computer Science and Engineering, Emerita. I received a B.A. in 1965 from Connecticut College and a Ph.D. in 1989 from the University of California, Berkeley. My research interests have always been in computer architecture and back-end compiler optimization, with an emphasis on experimental performance analysis. With my colleague Hank Levy and our students, I developed the first commercially viable multithreaded architecture, Simultaneous Multithreading, adopted by Intel (as Hyperthreading), IBM, Sun and others. My current research revolves around (synthesis) compiler optimization for FPGA memories and parallel optimizations for multi-cores.

In 1989 I received an IBM Faculty Development Award, in 1990 an NSF Presidential Young Investigator Award, and in 2009 the ACM-W Athena Lecturer. I'm a Fellow of the ACM and IEEE, a Fellow of the AAAS, and a member of the National Academy of Engineering. In my newly expanded free time (I'm now part-time, transitioning into retirement), I'm a budding golfer, and this summer I shot my first hole-in-one!

Sandra B. Fan

I am a 6th-year PhD student interested in human-computer interaction and computer-supported cooperative work. My current research with my advisor Steve Tanimoto involves building an online tool to encourage collaborative problem-solving. Other previous projects include a study on Tablet PC interaction techniques, and the use of diagrams in online education. I was recently on leave from my degree for a year to work for a small Internet company that combined social networking and consumer health. I hope that one day I'll find a research project that will combine my outside interests too: reading novels, practicing piano, and playing with my cat Molly.

Emily Fortuna

I'm a first-year PhD student, studying compilers and parallelism with Luis Ceze. I graduated last year from Rice University with majors in Computer Science and Linguistics. My interests in Computer Science range from compiler optimizations to natural language processing to computing for the developing world. When not sitting in front of a computer screen, I like to act in theatre productions, make things out of polymer clay, read, and participate in practical jokes.

The Women of CSE

Batya Friedman

I'm a Professor in the Information School and an Adjunct Professor in the Department of Computer Science and Engineering http://ischool.uw.edu/directory/faculty/detail.aspx?id=3135at the University of Washington, where I co-direct the Value Sensitive Design Research Laboratory. I received a BA (1979) and PhD (1988) from the University of California, Berkeley. My research interests include human-computer interaction, especially human values in design, social and cultural aspects of information systems, and design methodology. My 1997 edited volume (Cambridge University Press) is titled Human Values and the Design of Computer Technology. My work on value sensitive design has focused on the values of informed consent, privacy in public, trust, freedom from bias, moral agency, and human dignity, and engaged such technologies as web browsers, large-screen displays, urban simulation, robotics, open-source code bases, and location-enhanced computing. I'm also Co-Director for The Mina Institute (Covelo, CA).

Neha Gaur

I am an undergraduate in Computer Engineering at UW. My favorite classes in the department so far include digital design, data structures, and tools for software development. My research interests include technology for the developing region, and mobile application development. I am currently doing research on the Digital Green project for the developing world. My other interests include playing badminton, reading mystery novels, and socializing with other ACM-W members.

Jiayun Guo

I am an undergraduate in my second year in UW and just joined the CSE department this summer. I never thought I would major in CS when I was in high school back to China, but the intro courses of programming in UW utterly changed my mind. Now, I am a CS geek girl and enjoy coding. For fun, I enjoy playing the piano and watching movies. BTW, I'm an international student from China and currently learning Japanese!

Alyssa Harding

I just started my master's degree in Computer Science, and enjoy studying algorithms and linguistics. I recently received my bachelor's degrees from the University of Washington in Computer Engineering and Applied and Computational Mathematical Sciences. Over the summer, I was co-instructor for the introductory computer science course at UW. When I get to go home, I enjoy baking cupcakes and reading theology.

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Beverly Harrison

I joined Intel Research, Seattle, in 2005 as a senior scientist, specializing in human computer interaction and user experience. I also hold affiliate faculty appointments as Associate Professor in the Computer Science and Engineering Dept. and the Information School. I received a B. Mathematics (Computer Science, Waterloo), an M.A.Sc and a Ph.D. (Human Factors Engineering, Toronto). I've worked in industrial research labs for over 15 years, including Nortel, Alias/SGI, Xerox PARC, IBM Research, and most recently Intel Research. In 1998-2000, I spent two years at a successful startup company in the e-book space, SoftBook Press/Gemstar International, as Director of User Experience.

My research interests include the design and evaluation of novel mobile and/or sensor-based technologies for ubiquitous computing applications. Most recently, I've focusing on applications for wearable sensor-based systems that embed machine learning and statistical models of human behavior and context-aware user interfaces.

Anna Karlin

I am a Full Professor and hold the Microsoft Professorship in Computer Science and Engineering. I received a Ph.D. from Stanford University in 1987. Before coming to the University of Washington, I spent 5 years as a researcher at (what was then) Digital Equipment Corporation's Systems Research Center. My research is primarily in theoretical computer science: the design and analysis of algorithms, particularly probabilistic and online algorithms. I also work at the interface between theory and other areas, such as economics and game theory, data mining, operating systems, networks, and distributed systems.

Outside of work, I'm delighted to have my time taken up by my daughter Sophie, movies, tango, drinking espresso, and playing and listening to rock and roll music. My main distinction in this latter domain is having formerly been part of "an obscure and very bad band of furry Palo Alto geeks" (according to the Rolling Stones) called Severe Tire Damage. STD was the first band to broadcast live over the Internet. Here in Seattle, a bunch of other people in the department and I get together to make noise semi-regularly (or at least I wish we did).

Julie Kientz (pronounced like "Keentz")

I'm an Assistant Professor in the department of Human Centered Design & Engineering and The Information School and Adjunct Assistant Professor in Computer Science & Engineering. I'm also director of the Computing for Healthy Living and Learning Lab and am active in the Design, Use, Build (dub) Group alliance. My research interests are in the areas of human-computer interaction, ubiquitous computing, and computer-supported cooperative work. In particular, I'm interested in determining how novel computing applications can address important social issues and evaluating those applications through long-term, real-world deployment studies, using a balance of qualitative and quantitative methods. My most recent research involves the design and evaluation of computing technologies to support decision-making for teams of caregivers, including therapy for children with autism and supporting parents tracking the developmental progress and health of their newborn children. I received a Ph.D. in Computer Science from the Georgia Institute of Technology in 2008, under the advisement of Gregory Abowd, and a B.S. in Computer Science & Engineering from the University of Toledo in 2002.

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Katrin Kirchoff

I'm a Research Associate Professor in the Electrical Engineering Department at UW, and an Adjunct Research Associate Professor in the Linguistics and Computer Science and Engineering Departments. My research interests include automatic speech recognition, natural language processing, machine translation, machine learning, and human-computer interfaces. I'm particularly interested in multilingual applications of speech and language technology.

Meaghan Kjelland

I am an undergraduate student; it is my first year with the computer science department, and with ACM-W. I recently discovered how much fun computer science is through the introduction programming classes and am excited for what else is to come. Other than computer science, I like painting, seeing movies, and spending time with my friends and family.

Kimberly Koenig

I am a third-year undergraduate student in Computer Science. I am interested in software engineering, graphics, and games. I am currently in the 9-month 3D Animation Capstone program, which is an amazing industry-like experience in which a team of 19 students will ultimately produce an animated short film. Last summer I had an internship with Cray Supercomputers, where I helped them redesign their process for resolving differences in work resource lists. In my free time, I enjoy playing video games, reading fantasy and science fiction, and sampling tasty coffee around Seattle!

Megan Langley

I'm an undergraduate senior in Computer Science and Mathematics. I enjoy logic, programming languages, and the design aspects of human-computer interaction. Before coming back to school full-time, I worked for a few different companies, from Hewlett-Packard to a small independent grocery store, doing data administration and training. Outside of school I like to travel, read, crochet, knit and paint, though most of my spare time gets spent doing construction or remodeling instead.

Su-In Lee

My graduate research focused on computational methods for understanding the genetic basis of complex phenotypic traits. I developed machine learning techniques to unravel the complex mechanisms by which sequence variations perturb the genetic regulatory network, so as to understand how such perturbation leads to biological traits. My long-term research goal is to develop interdisciplinary approaches combining computer science and biology to decipher the genetic code from various types of genomic data.

I'm an Assistant Professor in CSE and the Department of Genetics. Prior to coming to UW, I was a visiting assistant professor at Carnegie Mellon University in the Department of Biological Sciences and the Machine Learning Department. My awards include a Stanford University Graduate Fellowship, the President of KAIST First Runner-up Award, and a Gold Prize in the Samsung Humantech Paper Competition.

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Julie Letchner

I'm wrapping up my Ph.D thesis for graduation in spring 2010. My research focuses on techniques for managing large streams of imprecise data, such as sensor or speech/text streams. Beyond research, I enjoy running, salsa dancing, and improving my French skills through reading and travel. Currently I am spending much of my free time exploring the wide world of post-Ph.D career options.

Xin Xian (Yuki) Liang

I am an undergraduate junior in UWCSE. This year, I am the publicity manager for ACM-W. For research, I work on the UrbanSim project, where I have implemented new display options to visualize uncertain and probabilistic scenarios in urban development. I also enjoy TAing for an introductory programming class. My favorite classes have been data structures and discrete structures. My hobbies include playing puzzles, hiking, dancing, and induction proofs.

Natalie Linnell

I am a fourth-year graduate student in the Computer Science and Engineering department at the University of Washington. My broad research interests include educational technology and technology for the developing world. More specifically, I am interested in technology-aided means to improve interaction around tutored video instruction materials. I have also worked on the Classroom Presenter project. I received a B.S. in computer science and a B.S. in mathematics from the University of Minnesota.

Amy Locke

I am a fourth year student at the UW, planning to graduate this spring. I decided to become a CS major through the math department, so I am double majoring now. My favorite CSE courses are programming languages and databases. I am currently working as a student programmer for a clinical trial center and building a web application for a nonprofit organization. I like listening to music, reading and traveling on my leisure time.

Emma Lynch

I am an undergraduate junior in the CS department. I am passionate about games for educational purposes. For my undergraduate research I am collaborating on a game to teach children fractions. I love children and the outdoors, and last summer I worked as a groundskeeper for King County Parks. In my (extremely abundant) spare time I like to go camping, read sci-fi novels, go snowboarding and sew quilts.

Widad Machmouchi

I am a fourth year PhD student at UW CSE. My advisor is Paul Beame, and my research interests are in theoretical computer science, mainly coding theory and complexity. I am currently working on establishing time-space trade-offs for encoding error-correcting codes. I come originally from Lebanon, where I received my Bachelor degree in Electrical and Computer Engineering at the American University of Beirut in 2006. I am a coffee junkie, and I enjoy listening to music, reading and shopping.

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Yoky Matsuoka

I am the Torode Family Endowed Career Development Professor in Computer Science and Engineering at the University of Washington. I received a Ph.D. at MIT in Electrical Engineering and Computer Science in the fields of artificial intelligence and computational neuroscience in 1998. I also received an M.S. from MIT in 1995 and a B.S. from UC Berkeley in 1993, both in EECS. I was also a Postdoctoral Fellow in the Brain and Cognitive Sciences Department at MIT and in Mechanical Engineering at Harvard University.

At the UW Neurobotics Laboratory, robotic models and virtual environments are used to understand the biomechanics and neuromuscular control of human limbs. In parallel, robotic and virtual environments are developed to augment, replace and enhance human sensorimotor capabilities. My work has been recognized with a MacArthur “Genius” Fellowship, acclaimed as one of “The Brilliant Ten” in Popular Science Magazine and "Power 25” in Seattle Magazine. In addition, I was awarded a Presidential Early Career Award for Scientists and Engineers (PECASE), an Anna Loomis McCandless Chair from Carnegie Mellon University, and the IEEE Robotics and Automation Society Early Academic Career Award.

Kate Mitchell

I am an undergraduate sophomore (junior by credit). My interests mainly lie in theoretical computation, but I also find amusement in various coding projects from time to time. I am currently doing research in trapped ion quantum computing with the physics department. In my spare time, I enjoy frequenting coffee shops, pestering people with random philosophical inquiries, working out, devising evil plans, and trying to finish the gigantic novel I am reading.

Barbara Mones

This will be my eleventh year in UW CSE where I've been teaching computer animation classes and helping students create and produce digital animated short films. I have both a fine arts and industry approach to animation production and have worked in both academia and industry, and my interest has always been to build strong ties between them. I left the animation industry, where I worked at Industrial Light and Magic and Dreamworks Animation, to come to the innovative and unique academic program already in progress here in CSE. Before that I was a tenured faculty member at George Mason University where I founded and directed a graduate program called Visual Information Technologies and also spent two years working at the White House and NASA Goddard on a program directed by Al Gore called GLOBE (Global Observations to Benefit the Environment). I have always enjoyed working on interdisciplinary and collaborative teams and UW allows me to continue this work. More recently I have pursued the development of interactive tools and unique production approaches to support improved story development for both the film and games communities.

Meredith Morris

I'm a researcher in the Adaptive Systems and Interaction Group at Microsoft Research. I'm also an affiliate faculty member in the department of Computer Science and Engineering at the University of Washington, where I participate in the DUB research consortium. My research interests include human-computer interaction and computer-supported cooperative work; in particular, collaborative search and surface computing.

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Kristi Morton

I'm a second year PhD student at the University of Washington whose research involves improving the software tools in distributed systems. I have earned degrees in Computer Science from Rice University (B.A.) and the University of Texas at Austin (M.A.). Prior to entering the Master's program at the University of Texas at Austin, I worked for three years at Motorola, developing compiler support for embedded PowerPCs in the GNU C Compiler. In my spare time, I play drums and write Computer Science-themed parody songs for the University of Washington's Computer Science and Engineering Band. The band's videos can be found on YouTube: http://www.youtube.com/user/CSEBand.

Judy Nash

I am a post-baccalaureate student studying Computer Science at UW. Before joining the department, I graduated from University of Texas-Austin with a degree in Piano Performance and Plan II. Last summer I interned at Microsoft's Office team as a software developer in test. Currently I am working as a student programmer for a medical research study center. My technical interests include database and software testing. When I am not busy proving algorithms or coding, I like to play with my cats and watch movies.

Ekaterina Nepomnyashchaya (Katia Nepom)

I am a direct admission undergraduate freshman in Computer Science interested in possibly double majoring with Psychology. I really enjoy understanding the logic, structure and math behind programming, so I am very excited for the programming languages and introduction to formal models classes I am taking winter quarter and the data structures class I hope to take in the spring. For the past two summers I interned at Microsoft and I am looking forward to more internship and research experiences. Outside of Computer Science I love learning foreign languages, dancing, playing frisbee and teaching elementary school kids how to solve logic puzzles.

Mari Ostendorf

I joined the Speech Signal Processing Group at BBN Laboratories in 1985, where I worked on low-rate coding and acoustic modeling for continuous speech recognition. Two years later, I moved to Boston University in the Department of Electrical and Computer Engineering, where my research expanded to include language modeling, prosody modeling, and speech synthesis. I joined UW in 1999. I am a Professor of Electrical Engineering and an Adjunct Professor of Computer Science & Engineering. I'm broadly interested in spoken language technology. My current research efforts are centered on rich speech transcription, particularly for purposes of automatic language processing on speech, with more fundamental interests in learning methods for language technology. I teach courses in statistical language processing and undergraduate signal processing, and have recently introduced a class on the digital world of multimedia, introducing new undergraduates to signal processing and communications.

Coral Peterson

I am an undergraduate in my second year and a member of ACM-W. At the beginning of this school year, I attended the Grace Hopper Celebration. I became interested in programming through experimentation with web design in high school, and my favorite classes in the department so far include software engineering, web programming, and discrete structures. Outside of computer science, I enjoy drawing, sociology, and knitting.

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Sanjana Prasain

I joined UW this fall as a junior in Computer Science. I started as a Civil Engineering major at Edmonds Community College. When I took an introductory class in the CS department as a pre-requisite for engineering, I found programming extremely appealing and decided to major in Computer Science. I look forward to exploring opportunities in artificial intelligence. In my free time, I love playing with my niece, watching movies, and reading fiction and books related to spirituality.

Eve Riskin

I'm the Associate Dean for Academic Affairs, Professor of Electrical Engineering, Adjunct Professor in Computer Science & Engineering, and Director of the ADVANCE Center for Institutional Change and have been on the faculty since 1990. My research group works in image and video compression. In collaboration with Professor Richard Ladner of Computer Science and Engineering, we are compressing video of American Sign Language using H.264. In addition, we're developing constant-quality rate control algorithms.

Linda Shapiro

I'm a Professor of Computer Science & Engineering, Professor of Electrical Engineering, and Adjunct Professor of Medical Education and Biomedical Informatics at UW. I'm a leader in the field of computer vision, best known for my work in object recognition and image retrieval. Recent projects include Multimedia Information Retrieval for Biological Applications (NSF), Machine Learning for Robust Recognition of Invertebrate Specimens in Ecological Science, and Shape-Based Retrieval of 3D Craniofacial Data (NIH/NIDCR). The latter project is a collaboration with Seattle Children's Hospital and the NIDCR FaceBase Consortium, with the goal of quantifying various different head shape disorders in children.

I've served the computer vision community in multiple capacities, including Chair and Program Chair of the IEEE Conference on Computer Vision and Pattern Recognition, Track Chair for the Multimedia and Medical Track of the International Conference on Pattern Recognition, Chair of the IEEE Computer Society Technical Committee on Pattern Analysis and Machine Intelligence, Editor-in-Chief of Computer Vision and Image Understanding, and Associate Editor of IEEE Transactions on Pattern Analysis and Machine Intelligence. I'm a Fellow of the IEEE and the IAPR. When not at work on research and teaching, I enjoy hiking, skiing, gardening, and watching my son Michael play in football games.

Justine Sherry

I am the ACM-W Chair and an undergraduate senior in Computer Science and International Studies. My technical interests include networks, Internet measurement, and technology for developing regions. My undergrad research has focused on applying the IP timestamp option to measuring the Internet. I contributed new timestamp techniques to the Reverse Traceroute project, and developed an algorithm for resolving IP aliases using timestamps. Last summer I interned at Amazon on the AmazonFresh team, where I automated customer product requests, and deployed a new platform for marketing. For fun, I like playing the piano, reading sci-fi novels, and going to see live music.

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Brittany Shieh

I am a fourth year undergraduate at the University of Washington, and it is my second quarter as a Computer Science major. Last summer I interned at Apperson Print Resources. After taking CSE 190, I became very interested in web development and hope to obtain an internship relevant to it for the summer of 2010. When I'm not programming, I like to add to my wardrobe, spend time with friends, play tennis, bake and try new things.

Stephanie Smallman

I am the ACM-W Treasurer and an undergraduate senior in Computer Science and Spanish. My technical interests include human-computer interaction and accessibility, specifically in association with the Autism Spectrum Disorders. This last summer, I worked at Georgia Tech as a research intern with their Autism Group, and I am also an Applied Behavior Analysis (ABA) home tutor for an autistic nine-year-old. In my free time, I am a salsa dancing fanatic.

Karin Strauss

I am a researcher at Microsoft Research and an Assistant Affiliate Professor in the Department of Computer Science and Engineering at University of Washington. My research is in the general area of computer architecture, with emphasis on memory subsystems and hardware-software interface. The two areas in which I am currently most interested are architectural support to simplify parallel programming and architectural techniques to enable resistive memory technologies as viable long-term replacement to DRAM. Outside of the computer realm, I enjoy the "wonders of food," from gardening to cooking to eating to writing about it.

Nadine Tabing

I am a third-year undergraduate in Computer Science. Last summer I interned at Her Interactive, a company in Bellevue, WA, that develops and publishes the *Nancy Drew* PC games. There, I worked on designing and coding puzzle prototypes, testing *Warnings at Waverly Academy*, managing correspondence with beta testers for *Waverly*, and contributing in general to discussions and developments concerning future *Nancy Drew* games. I am interested in video games, web design, and user experience, and for fun I like taking pictures of things, translating comics online from Japanese to English, and creative writing.

Sylvia Tashev

This is my junior year as an undergraduate in the Computer Science department and I am currently the ACM-W Vice-Chair. So far I have really enjoyed taking graphics and web programming, and I have also been a TA for several of the intro CS classes. In addition, I work on designing and developing the website for a student organization called WASMUN. Outside of school I enjoy fantasy novels, nature, and expressing myself through art. Recently I had the opportunity to combine my artistic and technical interests to create chapter covers for a web programming textbook. I am very passionate about using technology to help people.

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Kimberly Todd

I'm an undergraduate senior in Computer Science and the ACM Internal Relations Officer. I'm also the TA Coordinator for the introductory courses. In October, I was a first-time attendee at the Grace Hopper Celebration. My favorite classes so far have been programming languages and web programming. Outside of CSE, I volunteer as an Enforcer at the annual Penny Arcade Expo. I love to play video games, dance, and eat chocolate.

Kathleen Tuite

I am a 3rd year PhD student in the graphics group GRAIL, working with Zoran Popovic. My current research project is the game PhotoCity, in which players take photos around their school to "capture" flags and territory. The goal of this game is to reconstruct 3D models of whole campuses and cities around the world from user-collected digital photos.

Katarzyna Wilamowska

I am currently a post-doctoral research fellow in Biomedical and Health Informatics at the University of Washington. I finished my PhD in Computer Science and Engineering in August of 2009, where I worked on shape-based quantification and classification of 3D face data for craniofacial research; my advisor was Linda Shapiro and I collaborated with researchers at Seattle Children's Hospital Craniofacial Center. Although my major interest is in imaging informatics, I am also exploring clinical and public health informatics during my post-doc.