

# IRIS HOWLEY

## PROJECT MANAGER

Data-driven project manager with decades of experience leading teams designing and evaluating educational technology, driven to build engaging + innovative + effective learning experiences.

### CONTACT

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### EDUCATION

**2008-2015**  
**CARNEGIE MELLON UNIVERSITY**  
• Ph.D. and M.S. in  
Human-Computer Interaction

**2003-2008**  
**DREXEL UNIVERSITY**  
• B.S. in Computer Science  
• Concentration in AI + HCI  
• Minor in Arabic Language

### SKILLS

- Education research + design
- User-centered research + evaluation
- Guiding entire project lifecycle
- Creative solutions within constraints
- Interdisciplinary team leadership
- Quantitative + qualitative analysis
- Technical writing + communication
- AI Tools + prompting
- python, Java, C++, HTML,...
- Adobe Illustrator, Microsoft Office,...

### LANGUAGES

- English: Fluent
  - French: Intermediate
  - Arabic: Basics
  - Turkish: Basics
- Top 0.1% of French learners on Duolingo, 2025

### WORK EXPERIENCE

**Williams College** **2017-PRESENT**  
Assistant Professor of Computer Science

- Recruited, trained, and lead multiple teams of novice software engineers in the user-centered design, implementation, and evaluation of interactive education software
- Spearheaded novel projects with AutoML and LLMs to support novices in building their own machine learning models
- Designed, implemented, and evaluated software using A/B experiments, user studies, surveys, and semi-structured interviews
- Analyzed quantitative and qualitative data for identifying data-driven requirements and successes of software systems
- Communicated work to internal and external teams through presentations, documentation, and technical papers
- Designed and taught higher education courses in computer science in python, Java, Computer Organization, Human-Computer Interaction, Human-AI Interaction, and Electronic Textiles

**Stanford University** **2015-2017**  
Postdoctoral Researcher in the Graduate School of Education

- Conducted qualitative interviews to identify stakeholder needs: higher education instructors using learning analytics dashboards using skill mapping + algorithmically quantifying skill mastery
- Initiated cross-institutional projects investigating data-driven teacher and student feedback tools
- Mentored student teams by collaborating on various projects from idea inception to meeting with stakeholders, data gathering, analysis, and sharing findings

**Carnegie Mellon University** **2008-2015**  
Graduate Research Assistant in Human-Computer Interaction

- Implemented experiments exploring the impact of reputation systems on help seeking in massive open online course discussion forums and evaluated quantitative results
- Applied computer programming ability to support learning interventions, resolve logistical constraints of experiments, and prepare data for analysis
- Analyzed data with a variety of methods including: statistical analyses, discourse analyses, and qualitative storytelling

**Adv. Telecomm. Research Institute Intl.** **2013**  
Graduate Research Intern **Kyoto, Japan**

- Designed, implemented, and evaluated an experiment on robotic tutors and their impact on help-seeking behaviors and learning
- Collaborated with an international team of software and robot engineers

**Microsoft Research** **2012**  
Graduate Research Intern in Future Social Experiences Lab

- Performed quantitative log analyses to investigate user behavior in a social network
- Coordinated with an interdisciplinary team of engineers, designers, and social scientists