

# FLANNERY CURRIN

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## EDUCATION

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<b>PhD</b>	University of Iowa, Computer Science Advisor: Juan Pablo Hourcade	May 2024, GPA: 4.0
<b>BA</b>	Earlham College, Computer Science and Psychology	May 2019, GPA: 3.97

## PROGRAMMING LANGUAGES/SKILLS

Python • Java • C++ • R/SPSS • HTML/CSS/JavaScript • AWS • Node • Unity

## RESEARCH EXPERIENCE

**University of Iowa**, Iowa City, IA  
*Graduate Fellow and Graduate Research Assistant* Jan 2020 – Present

- Facilitated evaluation sessions of complex technology with preschool children age 3-5, and neurodivergent children age 3-8 conducted quantitative and qualitative analysis of evaluation sessions.
- Migrating application to AWS to support deployment for a longitudinal study ([storycarnival.org](http://storycarnival.org)) and multiple new features (use of NodeJS, DynamoDB, Cognito, Polly), managing interdisciplinary student development team.
- Assisted with exploratory project on participatory approaches to ethics of emerging technologies.

**Indiana University**, Bloomington, IN  
*Undergraduate Researcher* May 2018 - May 2019

- Designed a prototype of an application to facilitate communication between family caregivers and respite care workers.
- Recruited participants, conducted semi-structured interviews, and transcribed interviews.
- Extracted themes from interview data via open coding and affinity diagramming.
- Presented at CHI 2019, selected as finalists in the Student Design Competition.

**Clio Muse**, Athens, Greece  
*Technical Intern* Jan 2018 - May 2018

- Researched options for potential recommender system implementation options.
- Created a working model of a recommender system and proposed next steps.

**Pacific Northwest National Lab**, Richland, WA  
*National Security Internship Program Intern* May 2017 - Jul 2017

- Found, generated, and prepared data required to tie projects together.
- Produced Sankey diagrams for the Biodefense Policy Landscape Analysis Tool ([bplat.pnnl.gov](http://bplat.pnnl.gov)).

**University of North Texas**, Denton, TX  
*Undergraduate Researcher* May 2016 - Jul 2016

- Contributed to the design, implementation, and testing of a secure framework for DNA authentication.
- Analyzed and implemented existing algorithms for measuring edit distance.

## TEACHING EXPERIENCE

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**University of Iowa**, Iowa City, IA

*Graduate Teaching Assistant*

Aug 2019 – Dec 2019

- Fall 2019: Computer Science I: Fundamentals
  - Assisted with grading and exam proctoring, held office hours, and led two lab sections.

**Drobots Company**, Dallas, TX

*Game Development Lead Instructor*

May 2019 - Jul 2019

- Taught campers in 3rd-8th grade to code with HTML, CSS, JavaScript, Lua, and Unity.
- Managed materials and communication for all Drobots camps (Game Development, STEM Quest, and Drone camps) in Dallas for the summer of 2019.
- Provided feedback on new curricula.

**Earlham College**, Richmond, IN

*Teaching Assistant*

Aug 2015 - May 2019

- Assisted with running lab and tutoring sections, grading, assignment creation and system management.
- Computer science: Programming & Problem-Solving, Data Structures, Algorithms, Principles of Computer Organization.
- Psychology: Social Psychology, Research Methods & Statistics.
- Interdisciplinary: Robotic Animals
  - Assisted with course design and co-taught course in Spring 2019

## HONORS AND AWARDS

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**Alfred Healy Leadership Award in Developmental Disabilities**

May 2022

**CHI Doctoral Consortium Participant**

May 2022

**National Science Foundation Graduate Research Fellowship Recipient**

2020

**Graduate College Iowa Recruitment Fellowship Recipient**

Aug 2019

**CHI Student Design Competition Finalist**

May 2019

**Earlham College Natural Sciences Outstanding Student (1 of 3 in year)**

May 2018

**Earlham College Founder's Scholar (1 of 4 in class)**

Aug 2015

## SELECTED PUBLICATIONS

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- **Flannery Hope Currin**, Kyle Diederich, Luiza Superti Pantoja, Hannah Cargo, Noelle Franzone, Josephine Geiger-Lee, and Juan Pablo Hourcade. 2023. Designing Stories to Inspire Preschoolers' Creative, Collaborative Roleplay. In Proceedings of the 2023 ACM Conference on Information Technology for Social Good (GoodIT '23). Association for Computing Machinery, New York, NY, USA, 40–47. <https://doi.org/10.1145/3582515.3609516>
- Juan Pablo Hourcade, Ewelina Bakala, Anaclara Gerosa, and **Flannery Hope Currin**. 2023. Stories and Voice Agents to Inspire Preschool Children's Social Play: An Experience with StoryCarnival: Inspiring Preschool Children's Social Play. In Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23). Association for Computing Machinery, New York, NY, USA, 543–547. <https://doi.org/10.1145/3585088.3593893>
- **Flannery Hope Currin**. 2022. Supporting Shy & Neurodivergent Children in Social Play. In Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22). Association for Computing Machinery, New York, NY, USA, Article 61, 1–6. <https://doi.org/10.1145/3491101.3503800>
- **Flannery Hope Currin**, Kyle Diederich, Kaitlyn Blasi, Allyson Dale Schmidt, Holly David, Kerry Peterman, and Juan Pablo Hourcade. 2021. Supporting Shy Preschool Children in Joining Social Play. In Proceedings of the 20th Annual ACM Interaction Design and Children Conference (IDC '21). Association for Computing Machinery, New York, NY, USA, 396–407. <https://doi.org/10.1145/3459990.3460729>
- Luiza Superti Pantoja, Kyle Diederich, Liam Crawford, Megan Corbett, Samantha Klemm, Kerry Peterman, **Flannery Currin**, and Juan Pablo Hourcade. 2020. Play-Based Design: Giving 3- to 4-Year-Old Children a Voice in the Design Process. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). Association for Computing Machinery, New York, NY, USA, 1–14. <https://doi.org/10.1145/3313831.3376407>

## LEADERSHIP EXPERIENCE

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### **Leadership Education in Neurodevelopmental and Related Disabilities Project (LEND)**

*Trainee*

Aug 2021 - May 2022

- Collaborated with self-advocates, family members, and graduate students and professionals in different fields related to disability through seminars, policy workshops, and group research projects.

### **University of Iowa Women in Computing Sciences**

*President*

Aug 2020 - May 2021

- Organized social, professional, and technical development events for undergraduate and graduate students.

### **University of Iowa Directed Reading Program**

*Graduate Student Mentor*

Jan 2020 – May 2020

- Mentored two undergraduate students on independent math-based projects.
- Taught R and statistical skills related to each student's particular interests.
- Led weekly meetings to discuss progress toward end-of-semester presentations.

### **Earlham Association for Computing Machinery - Women (ACM-W)**

*Student Chair*

Aug 2017 - May 2019

*Student Vice Chair*

Jan 2016 - May 2017

- Helped start the student chapter at Earlham.
- Co-organized a campus screening of CODE: Debugging the Gender Gap and discussion.
- Led effort to create a poster for InWIC conference presentation.
- Planned and led chapter meetings.

### **Earlham Computer Science Department**

*Co-Student Representative*

Aug 2018 - May 2019

- Organized student briefings and listening sessions.
- Contributed to discussions concerning faculty searches, course design, and proposed collaborations with other departments and programs.

### **Earlham Femme STEM House**

*Member*

Aug 2018 - May 2019

- Helped establish the theme house for 2017 but was not yet officially a member.
- Attended weekly meetings and help plan and organize events.
- Led GRE information session.
- Recruited professors for discussion on marginalized people in STEM-focused academia.

## VOLUNTEER EXPERIENCE

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### **University of Iowa Best Buddies, Iowa City, IA**

*Peer Buddy*

Aug 2019 - Present

- Meet one-on-one with a young adult with a developmental disability at least twice a month.
- Attend group social events.
- Maintained relationship with paired buddy via Zoom hangouts.

### **Premier Hospice, Richmond, IN**

*Hospice Volunteer*

Jan 2016 - May 2019

- Visited hospice patients one-on-one on a weekly basis.
- Wrote letters to loved ones, played games, helped continue hobbies, and checked to make sure needs were being met.