

Education

- 09/2019 – Present **University of Michigan**
Ann Arbor, MI PhD Student in Computer Science & Engineering
Advised by Anhong Guo, Alanson Sample, and Michael Nebeling
- 09/2015 – 05/2019 **University of Michigan**
Ann Arbor, MI Bachelor of Science in Computer Science, Minor in Mathematics

Professional Experience

- 09/2019 – Present **Interactive Systems Lab, University of Michigan CSE** Graduate Student and
Ann Arbor, MI Researcher
- Summer 2019 **Turi Accessibility Research, Apple** Research Intern
Pittsburgh, PA Mentored by Jeffrey Bigham
- Summer 2018 **EPIC Research Group, Microsoft Research** Research Intern
Redmond, WA Conducted a research project investigating the value of current Augmented Reality
devices in providing guidance for home improvement projects.
Mentored by Eyal Ofek and Adam Fourney
- 10/2016 – 05/2019 **CROMA Lab, University of Michigan** Undergraduate Researcher
Ann Arbor, MI Advised by Walter Lasecki

Publications

Conference Papers

- C.04 M. Nebeling, S. Rajaram, L. Wu, Y. Cheng, **J. Herskovitz**. XRStudio: A Virtual Production Technology Probe for Immersive Instructional Experiences. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2021)*.
- C.03 **J. Herskovitz**, J. Wu, S. White, A. Pavel, A. Guo, G. Reyes, J. Bigham. Making Mobile Augmented Reality Applications Accessible. In *The 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2020)*.
- C.02 Y. Chen, **J. Herskovitz**, W.S. Lasecki, S. Oney. A Hybrid Crowd-Machine Workflow for Program Synthesis. In *Proceedings of the IEEE Symposium on Visual Languages and Human-Centered Computing (VL/HCC 2020)*.
- C.01 Y. Chen, **J. Herskovitz**, G. Matute, A. Wang, S.W. Lee, W.S. Lasecki, S. Oney. EdCode: Towards Personalized Support at Scale for Remote Assistance in CS Education. In *Proceedings of the IEEE Symposium on Visual Languages and Human-Centered Computing (VL/HCC 2020)*. **[Best Short Paper Award]**

Posters

- P.01 **J. Herskovitz**, E. Ofek, W.S. Lasecki, A. Fourney. Opportunities for In-Home Augmented Reality Guidance. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2019)*. Glasgow, UK.

Workshops

- W.01 **J. Herskovitz**, J. Chinnam, I. Wong, M. Liu, J. Mo, S.W. Lee, W.S. Lasecki. Crowdsourcing for Effortless Creation of Collaborative AR Spaces. In *CHI Workshop on Novel Interaction Techniques for Collaboration in VR*. Montreal, Canada. 2018.

Awards

- 2021–2024 **NSF Graduate Research Fellowship**
2019–2020 **CSE fellowship, University of Michigan**
2015–2016, **Michigan Competitive Scholarship**
2018–2019
Winter 2017 **Excellence in Undergraduate Writing Award: Feinberg Family Writing Prize for Research Based Argument**
2016–2017 **Linda I. Evans Dean's Scholarship**
2015–2016 **Regents Merit Scholarship**

Service

- 2020–2021 **Secretary, UMich Computer Science and Engineering Graduate Student Organization (CSEG)**
2019–2021 **Reviewer: CHI 2021; CHI Late Breaking Work 2019, 2021**

Outreach

- Summer 2020 & **Volunteer Mentor and Team Lead, Bold Idea Website Development course for**
Fall 2020 4th–12th grade students, won Outstanding Mentor Award
November 2017 **Wolverine Pathways Visit Day Volunteer: Led HCI research activity for high school students**

Teaching

- Winter 2021 **Graduate Student Instructor: User Interface Development (EECS 493)**
Helped to organize the class and create course materials, held office hours.
Summer 2016 **M-STEM Academies Academic Facilitator**
Led discussion sections for a calculus course for incoming freshmen