Joseph Chee Chang

PhD Student
Computer Science
Carnegie Mellon University

I am interested in how people explore, structure, and **make sense of new information in complex decision-making scenarios** such as exploratory search and learning from data. For this, I apply **crowdsourcing, NLP, and ML** techniques to research and build **intelligent information systems with novel interfaces** that augment human cognition to enhance learning, knowledge production, and scientific discovery. My research is supported by Google, Bosch, Yahoo, and the NSF.

Contact

1 (650) 877 2009
joseph.nlpweb.org
josephcc@cs.cmu.edu
/in/josephcheechang/
josephcc

Technical

Mobile
ObjC/iOS • Java/Android

Frontend
ReactJS • ES7 • HTML5 • D3

Backend
MeteorJS • Flask • Rails • SQL • Firebase

ML/NLP/Stats
Hadoop • Python • NLTK • Theano • R

Crowdsourcing
real-time systems
interactive workflows
human-in-the-loop ML

Education

2013 - **PhD, Computer Science - HCI+ML focus** *Carnegie Mellon U*
Won course competitions for *Algorithms for NLP* and *Language&Stats*. CHI best paper honorable mentions x3. Advisor: Aniket Kittur.

2010 - 2012 **MS, Computer Science - NLP focus** *NTHU (Taiwan)*
Thesis work published in ACL 2012 (20%). Advisor: Roger Jang.

2006 - 2010 **BS, Computer Science - EDA focus** *YZU (Taiwan)*
Independent Study: FPGA technology mapping.

Experience (selected)

May-August 2016 **Microsoft PhD Research Intern** *Microsoft Research*
Machine Learning. Mentors: Saleema Amershi and Ece Kamar.

Summer '14,'15,'17 **REU Internship Program Research Mentor** *HCI Institute, CMU*
Mentored a total of 8 research interns over three Summers.

April-July 2013 **Yahoo! Search Engineer** (fulltime) *Yahoo*
Yahoo Knowledge Graph and search log mining using Hadoop.

Fall 2012 **Teaching Assistant - Intro to NLP** *NTHU (Taiwan)*
Recitations and Lab Sessions with 4+ hours of teaching per week.

Awards and Honors (selected)

2016 **HCOMP Invited Encore Talk** *AAAI HCOMP*
Alloy: Clustering with Crowds and Computation

2011 **First Place, Fun Taipei App Competition** *Taipei City Gov.*
170 teams. Developed a city tour guide app for iOS and Android.

2010 **Third Award, EDA Programming Contest** *Dept. of Education, Taiwan*
160 teams (<10%). Developed a 3D-IC partitioning algorithm (3000 lines of C++) to compete on speed and circuit optimization.

2010 **Second Place, Trend Micro Programming Contest** *Trend Micro*
67 teams. Mobile application development competition.

Publications (selected)

Huang, T.-H. K., Chang, J. C., and Bigham, J. P. 2018. Evorus: A crowd-powered conversational assistant built to automate itself over time. In ***ACM SIGCHI*** *(25%, **Best Paper Honorable Mention Award**)*.

Hahn, N., Chang, J. C., and Kittur, A. 2018. Bento Browser: Navigating with search. In ***ACM SIGCHI*** *(25%)*.

Chan, J., Chang, J. C. Hope, T., Shahaf, D., and Kittur, A. 2018. Solvent: A mixed initiative system for finding analogies between research papers. In ***ACM CSCW***.

Chang, J. C., Amershi, S., and Kamar, E. 2017. Revolt: Collaborative crowdsourcing for labeling machine learning datasets. In ***ACM SIGCHI*** *(25%)*.

Chang, J. C., Hahn, N., and Kittur, A. 2016. Supporting mobile sensemaking through intentionally uncertain highlighting. In ***ACM UIST*** *(20.6%)*.

Hahn, N., Chang, J. C., Kim, J. E., and Kittur, A. 2016. Knowledge accelerator: Big picture thinking in small pieces. In ***ACM SIGCHI*** *(23%, **Best Paper Honorable Mention Award**)*.

Chang, J. C., Kittur, A., and Hahn, N. 2016. Alloy: Clustering with crowds and computation. In ***ACM SIGCHI*** *(23%, **Best Paper Honorable Mention Award**)*.

Chang, J., Chang, J. S., and Jang, R. J.-S. 2012. Learning to find translations and transliterations on the web. In *Annual Meeting of the **ACL** (20%)*.

Publications (extended)

Chang, J. C., Chang, J. S., and Jang, J.-S. R. 2013. Learning to find translations and transliterations on the web based on conditional random fields. *Journal: Computational Linguistics & Chinese Language Processing*.

Chang, J. Z. and Chang, J. S. 2012. Word root finder: a morphological segmentor based on crf. In *COLING (Demos)*.

Wu, J.-C., Joseph Chang, Chen, Y.-C., Huang, S.-T., Chen, M.-H., and Chang, J. S. 2012. NTHU NLPLAB system description. In *NAACL 7th Workshop on Building Educational Applications Using NLP*. North American Chapter of the Association for Computational Linguistics (NAACL workshop).

Chang, J., Yen, T.-H., and Tsai, T.-H. 2009. Minimally supervised question classification and answering based on wordnet and wikipedia. In *Proc. of the 21st Conference on Computational Linguistics and Speech Processing*.

Chang, J., Tsai, R. T.-H., and Chang, J. S. 2009. Wikisense: Supersense tagging of wikipedia named entities based wordnet. In *Proc. of Pacific Asia Conference on Language, Information and Computation (PACLIC, 25%)*.

Grants (co-wrote)

2016	**NSF AIR-TT Grant - co-wrote** - *Supporting Complex Sensemaking on Mobile Phones*	*PI: Aniket Kittur*
2015, 2018	**Google Faculty Research Award x2 - co-wrote** - *Modeling and Augmenting Sensemaking and Exploratory Search* - *Supporting Complex Sensemaking on Mobile Phones*	*PI: Aniket Kittur*
2015	**Yahoo! InMind Project - co-wrote** - *From Search Results to Search Landscapes*	*PI: Aniket Kittur*

Experience (extended)

2009-2011	**Research Assistant** EM-based algorithm on Hadoop for cross-lingual ontology mapping.	*Academia Sinica*
April-June 2012	**Contractor Developer** Developed an Android client for an online social network.	*OpenMoko (startup)*
May-Sept. 2010	**Software Engineer Intern** An open source Android benchmark tools used by major smartphone companies and shipped with Texas Instrument's products.	*0xLab (startup)*

Engineering Projects (full list: http://joseph.nlpweb.org/portfolio/)

KerKerInput: I co-wrote the first ever Chinese input method for the Android platform. It supports smart word ranking and next-word prediction. (2010. Java, Android. https://github.com/josephcc/KerKerInput)

0xBench: An open source Android benchmark tool used by developers and major companies worldwide (including Samsung, LG, and Linaro). Texas Instrument shipped 0xBench with its development boards. (2011. Java, C, Android)

TaipeiFever: A tour guide app written for the Taipei City Government. Its prototype won first place (<0.6%) at a developer competition. (2011. iOS, Android, WindowsPhone. https://speakerdeck.com/josephcc/taipeifever)

SideKick: An iPhone app that automatically solves the (once) popular game Draw Something by scanning in-game screenshots. (2012. ObjC, iOS. https://www.youtube.com/watch?v=g3_TMp7IJB0)

RePhrase An context-aware thesaurus designed to help writers find alternative expressions for a given phrase. Includes 8,810,629 phrases and 53,575 examples mined from the Web. (2011. iOS)