IRIS HOWLEY

PROJECT MANAGER + LEARNING SCIENTIST

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

CONTACT

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- http://www.irishowley.com
- linkedin.com/in/iris-howley

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 **2017-2026**
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