# Andrew Kuznetsov, NRP

## Resume

- Human Computer Interaction Institute, Carnegie Mellon University, 5000 Forbes Avenue Pittsburgh, PA.
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## **Research Interests**

**Collaboration** {Systems, Interactions, Evaluation}, **Sensemaking** {Knowledge Capture, Synthesis, Reuse}, **Human-Computer Interaction** {Technical Systems, Mixed Methods, User Studies}.

# **Ongoing Projects**

My work aims to blur the line between individual sensemaking and distributed cognition (such as teamwork), with applications in healthcare, personal information management, and organizational knowledge sharing.

- Care Coordination AI and Evaluation Tools, Interventions, Simulation and Team Studies.
- Cognitive Scaffolding AI-Support, Interfaces for Everyday Diagnosis and Troubleshooting Tasks.
- Multi-Agent Al Tools Summarization, Visualisation, Documentation of Generative Al Designs.
- In-The-Wild Information Foraging Patterns (In Review) Collection and Analysis of Real-World Exploratory Searches.

## Education

| 2018-Present | Ph.D. Human-Computer Interaction    | School of Computer Science, Carnegie Mellon University<br>Mentors: Aniket Kittur (HCII), Anita Woolley (Tepper; OBT) |
|--------------|-------------------------------------|--|
| 2023         | NRP Nationally Registered Paramedic | Center for Emergency Medicine, University of Pittsburgh  |
| 2014         | B.S. Computer Science               | University of Illinois Urbana-Champaign<br>Research Advisors: Aditya Parameswaran. Brian Bailey                      |

# **Professional Experience**

| May 2023 – August 2023 | <b>Research Intern</b> , HCI & Visualization Lab, Autodesk Research.<br>Exploration of interfaces and techniques to support architects in summarizing, visualizing, and exploring generative AI designs for sustainable architecture. Ongoing collaboration.   |
|------------------------|--|
| Sept 2023 - Current    | <b>Search Planner</b> , Appalachian Search Rescue Conference (ASRC) Remote Support Corps<br>Development of technologies to plan and support searches of lost persons within<br>mountainous terrain using geospatial and coordination platforms. Ongoing.   |
| May 2022 – Current     | <b>Research Lead</b> , Robust Teaming Group, Carnegie Mellon University.<br>Leading the 'Robust Teaming' project with Prof. Anita Woolley, part of the NSF AI-CARING<br>AI institute. The project explores human-centered AI systems that can assist a caregiving<br>network in learning a person's needs, preferences, and adapting as those change over<br>time. I lead the development of tools, simulations, experiments, evaluations, user studies,<br>and interviews for AI systems and interventions for supporting coordination and task<br>delegation within home healthcare networks. I also lead our collaboration with the Health<br>Home Living (HHL) lab at University of Pittsburgh for the field testing of AI tools. Ongoing. |
| May 2020 – Sept 2020   | <b>Research Intern</b> , Product Design and Strategy Team, Wikimedia Foundation.<br>Exploration of how Wikipedia readers trust article content and the design of trust-related platform interventions. Results published in Proceedings of ACM CHI 2022.   |
| Aug 2018 – Current     | <b>Emergency Medical Technician</b> , Foxwall EMS, CMU EMS.<br>>1,500 clinical and field hours as a medical professional trained in basic life support (BLS) and advanced life support (ALS).  |
| May 2016 - Aug 2016    | <b>Software Engineering Intern</b> , Core Infrastructure Team, Amazon Mechanical Turk.<br>Prototyped systems to create 'Human Computation' workflows/chains at Amazon MTurk.<br>Project grew to be connected to two Amazon 'human-in-the-loop' (HITL) products; Amazon<br>SageMaker Ground Truth and Amazon Augmented AI (Amazon A2I).   |

#### **Programming Languages**

**Prototyping** {Python, Javascript/React, HTML/CSS, Unity}, **Backend Development** {Python, Java, C++, C#}, **Analytics** {iPython/Pandas, R, SQL}

#### Awards and Honors

- 2018 Social Alpha Foundation Impact Summit Blockchain for Social Good Grant
- 2017 Office of Undergraduate Research (OUR) Research Support Grant (RSG)
- 2017 Illinois Scholars Undergraduate Research (ISUR) Scholar Grant
- 2015 Illinois Scholars Undergraduate Research (ISUR) Scholar Grant
- 2015 University of Illinois Engineering Visionary Scholarship

#### Academic Reviewing

| 2021, 2022, 2023, 2024 |
|------------------------|
| 2022                   |
| 2022, 2023, 2024       |
| 2023                   |
|                        |

#### **Publications**

- Kuznetsov, A., Chang, J., Hahn, N., Rachatasumrit, N., Breneisen, B., Coupland, J, Kittur, A. (2022, October). Fuse: In-Situ sensemaking Support in the Browser. In The 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22).
- 5. Liu, M., **Kuznetsov, A.**, Kim, Y., Chang, J., Kittur, A., Myers, B. Brad A. (2022, October). Wigglite: Low-cost Information Collection and Triage. In The 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22).
- 4. **Kuznetsov, A.**, Novotny, M., Klein, J., Saez-Trumper, D., Kittur, A., (2022, April). Templates and Trust-o-meters: Towards a widely deployable indicator of trust in Wikipedia. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems.
- 3. Reinhart, A., Brooks, L., Jahja, M., Rumack, A., Tang, J., Agrawal, S., ... **Kuznetsov, A.**, ... , Tibshirani, R. J. (2021). An open repository of real-time COVID-19 indicators. Proceedings of the National Academy of Sciences, 118(51).
- Hastings, E. M., Alamri, A., Kuznetsov, A., Pisarczyk, C., Karahalios, K., Marinov, D., Bailey, B. P. (2020, April). LIFT: Integrating Stakeholder Voices into Algorithmic Team Formation. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (pp. 1-13).
- 1. Jain, A., Seo, J. Y., Goel, K., **Kuznetsov, A.**, Parameswaran, A., Sundaram, H. (2016). It's just a matter of perspective (s): Crowd-Powered Consensus Organization of Corpora. arXiv preprint arXiv:1601.02034.

#### **Select Non-Academic Projects**

Outside of full-stack web development, I maintain a wide range of prototyping experiences, including mobile development, AR/VR, hardware and IoT devices, as well as some more esoteric stuff like Solidity (Ethereum). More projects and details can be found on andrewkuz.net.

• Left 4 Virtual Reality (2015) - Re-purposing Consumer Toys as VR Input Devices Nerf toy // Wii controller // Microsoft Kinect // Hardware flex sensors // Particle, Arduino micro-controller board.

• StreamPoint (2016) - Prototype Presentation Software to Generate Real-time Slides During Presentation Presentation web app // Bing API // iOS Mobile application // NLP // Voice-to-Text.

• Search3 (2018) - Prototype Data Network for Search and Rescue Robotics Ethereum smart contract // Computer vision embeddings // Camera-equipped drone // iOS mobile application.

• PhD Positions Dashboard (2023) - Deployed Multi-Agent System for Collecting CS/HCI PhD Openings, ~15k yearly users. Multi-agent LLM orchestration // Google sheets API // Image-to-text