

Joseph F. McCarthy
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Overview

An instigator, connector and evangelist with experience in technology research, development and management, and expertise spanning the fields of machine learning, natural language processing, mobile & ubiquitous computing, human-computer interaction, computer-supported cooperative work.

Education

Ph.D., Computer Science, *University of Massachusetts*
M.S., Computer Science, *Rensselaer Polytechnic Institute*
B.A., Philosophy, *Ripon College*

Professional Experience

Indeed.com (Seattle, WA)

Data Scientist, 6/2015-present

Analyze, clean and augment resume data, and build models utilizing resume and behavioral data, to help job seekers improve their Indeed resumes and enhance other Indeed products involving search and recommendations for job seekers and employers.

Atigeo, LLC (Bellevue, WA)

Director, Analytics & Data Science, 9/2013-6/2015, *Principal Scientist*, 2/2012-9/2013

Engaged in research, design, development and evaluation of new platforms and web services for computer-aided medical coding, medical information retrieval and predictive analytics using open source tools and platforms; led teams competing in TREC 2012 and TREC 2014.

University of Washington (Bothell, WA)

Senior Lecturer, Computing and Software Systems 9/2011-9/2013

Taught the introductory programming course and senior-level undergraduate courses in operating systems, human-computer interaction, network design and social and computational intelligence for the web; supervised independent study projects and internships.

University of Washington (Tacoma, WA)

Lecturer, Computing Science and Systems, Institute of Technology, 12/2010-6/2011

Taught senior-level undergraduate courses in network security, database system design, artificial intelligence and computer-mediated communication; supervised independent study projects & internships.

Strands Labs (Seattle WA)

Principal Instigator (Lab Director), 2/2008-10/2009

Established new innovation lab in Seattle for Corvallis, OR-based Strands, Inc., hired a team of 7, and initiated the development of a new application, **CoCollage**, that cultivates community in a cafe using a plasma display to show a dynamic collage of photos and quotes uploaded to a special web site by patrons and staff, signing up 24 coffeehouses and other community-oriented venues around Seattle as partners.

Nokia Research Center (Palo Alto, CA)

Principal Scientist, 2006-2008

Contributed to Nokia's strategy and vision for the future mobile Internet experience, enhanced Nokia Research Center's visibility in the research community, attracted top talent to a new lab with ambitious growth plans, and led the development of the **C3 Collage**, an application that combines Bluetooth phones, large LCD touch-screen computers and photo sharing services to promote interactions in a workplace.

Interrelativity, Inc. (Woodinville, WA)

Connector-in-Chief, 2004-2006; Chief Technology Officer, 2005-2006

Founded company, assembled a team, directed the technology design, development, sales and marketing of a new generation of *proactive display* software that enhances personal and professional networking opportunities by showing content from people's online profiles on plasma displays deployed at conferences, meetings and networking events.

Intel Research (Seattle, WA)

Senior Researcher, 2002-2004

Defined and managed research projects to demonstrate potential user benefits in a future filled with ubiquitous computing technologies; highlights include the **Proactive Displays** project, which consisted of a suite of three applications (AUTOSPEAKERID, TICKET2TALK, NEIGHBORHOOD WINDOW) running on large, public displays augmented with radio frequency identification (RFID) readers, designed to sense and respond in contextually appropriate ways to people nearby, enhancing the awareness and interaction opportunities among conference attendees.

Accenture Technology Labs (Chicago, IL)

Senior Manager, 2000-2002; Manager, 1996-2000

Created visions of how technologies will affect the way we work and live, designed prototypes to illustrate those visions, demonstrated those prototypes and discussed their implications with a variety of internal and external business audiences. Project highlights include:

- **Ubiquitous Peripheral Displays**, (UNICAST, OUTCAST, GROUCAST), promoting different types of awareness and interactions across different settings throughout the physical workplace
- **Visual Location Awareness Tools** (ACTIVEMAP, EVENTMANAGER), providing location awareness via infrared badges to support informal communication across teams
- **MusicFX**, a system linking a personnel badge reader, satellite receiver and preference database to dynamically adjust music in a fitness center to best suit the group of exercisers at any given time

University of Massachusetts (Amherst, MA)

Graduate Research Assistant, 1990-1996

Developed new approaches for using machine learning and other statistical techniques in a variety of natural language processing system components of *information extraction* applications – programs that find useful information in texts written by humans, and encode that information in machine-readable form.

Independent Consultant (Amherst, MA)

1989-1993

Co-designed, implemented and maintained a suite of statistical process control applications for thread inspection systems manufactured by the client, The Johnson Gage Company.

University of Hartford (Hartford, CT)

Assistant Professor of Computer Science, 1985-1989

Taught undergraduate courses on computer programming, operating systems and artificial intelligence (AI), developed AI curriculum, overhauled introductory programming curriculum and advised students.

Publications, Presentations, Patents & Professional Service

Authored or co-authored over 40 technical papers

Delivered over 50 presentations, including 5 keynotes, to a variety of audiences

Inventor on 1 patent (USPTO 6,498,955, “Member preference control of an environment”)

Served as General Chair, Program Chair, Publicity Chair and Associate Chair for numerous conferences in the fields of ubiquitous computing (UbiComp), computer-supported cooperative work (CSCW) and human-computer interaction (HCI).

References, sample publications, full CV and other information available upon request

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