

**Rebecca Jablonsky**  
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## Education

PhD, Science and Technology Studies Rensselaer Polytechnic Institute	<i>Anticipated 2020</i>
Master of Human-Computer Interaction Carnegie Mellon University	2013
Master of Arts, Psychology New York University	2010
Bachelor of Arts, Psychology (minor: Religion) City University of New York, Hunter College	2008

## International Education

<i>New York University in London</i>	January 2010
<ul style="list-style-type: none"> <li>• Transnational Communities and Media Cultures</li> </ul>	
<i>CETLALIC: Centro Tlahaica de Lenguas e Intercambio Cultural</i> Cuernavaca, Mexico	Summer 2008
<ul style="list-style-type: none"> <li>• Spanish Language Immersion with emphasis on issues of social justice</li> </ul>	
<i>DIS: Denmark's International Study Program</i> Copenhagen, Denmark	Summer 2006
<ul style="list-style-type: none"> <li>• Program in European Culture and History</li> </ul>	

## Teaching Experience

<i>Rensselaer Polytechnic Institute</i>	
Teaching Assistant, Program in Design & Innovation (PDI) Studio 3	Fall 2017
Co-Instructor, Design in Culture	Spring 2017
Guest Lecturer, Intro to Science & Technology Studies	November 22, 2016
"Lifestyle Movements, (Failed?) Utopias, and Embodied Capitalist Critique"	
 <i>New York University</i>	
Teaching Assistant, Intro to Psychology	Summer 2010
Grader, Intro to Psychology	September 2008-May 2010

### **Peer-Reviewed Publications**

Chen, B., Jablonsky, R., Margines, J.B., Gupta, R., & Thakkar, S. (2013). Comic Circuit: An Online Community for the Creation and Consumption of News Comics. *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, 2561-2566.

Jablonsky, R. (2012). Russian Jews and “Gypsy Punks”: The Performance of Real and Imagined Cultural Identities within a Transnational Migrant Group. *Journal of Popular Music Studies*, 24(1):3-24.

### **Academic Blog Posts**

Jablonsky, R. & Mai, F. (2016, March 15). The Neighbors Are Watching: From Offline to Online Community Policing in Oakland California. Retrieved from <https://ctsp.berkeley.edu/the-neighbors-are-watching>

Jablonsky, R. (2011, September 26). Designing the Underdog: Instances of Technology and Art as Human Equalizers. Retrieved from <http://blogs.scientificamerican.com/guest-blog/designing-the-underdog-instances-of-technology-and-art-as-human-equalizers/>

Jablonsky, R. (2011, August 17). The Gaze of Art and Science: To See Is Not to Know, and Vice Versa. Retrieved from <http://blogs.scientificamerican.com/guest-blog/the-gaze-of-art-and-science-to-see-is-not-to-know-and-vice-versa/>

### **Selected Conference Presentations**

The Qualified Self in Quantified Times: Translating embodied wellness practices into technological experiences. 4S 2017 Boston; Aug 30-Sept 2, 2017. Panel: Technologies of Self.

The body as a site of maintenance and innovation: Gendered labor divisions in wellness and body modification practices. Maintainers II; Stevens Institute of Technology; April 6-9, 2017. Panel: Bodies.

The Picture of Health: Surveillance, self-advertising and resistance in personal style and yoga Instagram accounts. Institutions and Societies; SUNY Albany; February 24, 2017.

## Fellowships

*Rensselaer Graduate Fellowship* 2016

- 12 fellowships awarded from over 4,000 graduate applications
- Value of award, covering full tuition and stipend, is over \$82,000

*UC Berkeley* October 2015-October 2016  
*Center for Technology, Society, and Policy*

- 20% project acceptance rate
- Planned and conducted qualitative research and content analysis on the use of Nextdoor.com for civic engagement and neighborhood watch
- Project description available at <https://ctsp.berkeley.edu/projects#civicengagement>

## Professional Work Experience

*Perforce Software* March 2015-April 2016  
User Experience Designer

- Led exploratory design research and customer feedback sessions for Perforce's Helix Cloud offering—a web-based interface for collaboration, code review, and communication amongst programmers, designers, and artists
- Produced high-fidelity UI designs, workflow diagrams, and lightweight prototypes

*IBM* December 2013-March 2015  
User Experience Designer

- Produced mockups, interactive prototypes, and high-fidelity designs for a new web-based endpoint management tool

*The Boeing Company* January 2013-August 2013  
Research and UX Design Lead

- Planned and led contextual inquiry at Boeing's Everett Factory
- Tested designs and rapidly iterated on a prototype of an interactive, immersive environment for self-expression