

Kristin Siu

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www.algorithmicallyanimated.com

Education:

Georgia Institute of Technology
Ph.D. in Computer Science

Atlanta, GA
Expected graduation: December 2018

Carnegie Mellon University
B.S. in Computer Science
Minor in Art

Pittsburgh, PA
May 2010

Industry and Research Experience:

Microsoft Corporation

October 2017-present

Software Development Engineer

- Incubating in Windows Experiences and Devices on experiences for new hardware and technology.

Golden Glitch Studios, LLC

2014-present

Co-founder, Engineer

- Currently developing *Elsinore*, a time-looping Shakespearean adventure game for PC platforms.

Georgia Institute of Technology

Aug. 2010-October 2017

Graduate Research Assistant

- Researched artificial intelligence and human computation interaction in the space of human computation games. Projects involved developing games (mobile, web) and Twitter bots, and running user studies.
- Previous research projects include work in motion reconstruction/synthesis and computer graphics.

Microsoft Corporation

Summer 2016/2015/2014/2008

SDE Intern (2014, 2015, 2016), Explorer Intern (2008)

- Worked in incubation for Windows Experiences. (2016)
- Developed games and interactive experiences for Microsoft HoloLens. (2015)
- Integrated a predictive analytics service with Azure ML support in Microsoft Dynamics AX. (2014)
- Developed a weather application on the Windows Mobile OS. (2008)

Google Inc.

Summer 2011/2010

Software Engineering Intern

- Developed an internal application for tracing and recording network data. (2011)
- Implemented WebGL support for a project related to the Chrome browser. (2010)

Walt Disney Imagineering

Summer 2009

Research and Development Lab Associate (Intern)

- Developed a better algorithm for retargeting animations to non-humanoid characters.

Carnegie Mellon University

Oct. 2008-May 2010

Undergraduate Research Assistant/Teaching Assistant

- Assisted Carnegie Mellon Graphics Lab with motion capture data collection, modeling, and rendering.
 - Was a teaching assistant for the undergraduate computer graphics course (3 semesters).
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Peer-Reviewed Research Publications:

Program Synthesis as a Generative Method

Foundations of Digital Games 2017 (FDG'17)

Eric Butler, Kristin Siu, and Alexander Zook

Evaluating Singleplayer and Multiplayer in Human Computation Games

FDG'17

Kristin Siu, Matthew Guzdial, and Mark O. Riedl

A Framework for Exploring and Evaluating Mechanics in Human Computation Games

FDG'17

Kristin Siu, Alexander Zook, and Mark O. Riedl

Reward Systems in Human Computation Games

CHI PLAY 2016

<i>Kristin Siu and Mark O. Riedl</i>	Experimental AI in Games (Workshop) 2016
A Programming Model for Boss Encounters in 2D Action Games <i>Kristin Siu, Eric Butler, and Alexander Zook</i>	
Collaboration versus Competition: Design and Evaluation of Games with a Purpose <i>Kristin Siu, Alexander Zook, and Mark O. Riedl</i>	Foundations of Digital Games 2014
Leveraging Depth Cameras and Wearable Pressure Sensors for Full-Body Kinematics and Dynamics Capture <i>Peizhao Zhang, Kristin Siu, Jianjie Zhang, C. Karen Liu, and Jinxiang Chai</i>	SIGGRAPH Asia 2014
Synthesis of Concurrent Object Manipulation Tasks <i>Yunfei Bai, Kristin Siu, and C. Karen Liu</i>	SIGGRAPH Asia 2012

Independent Game Development:

Last Hour for a Flower (http://www.algorithmicallyanimated.com/games/lasthour/) <i>Programming, Art, Writing</i>	2014
<ul style="list-style-type: none"> Developed everything, managed online remake with co-creator. 	
Fireflies (http://www.ericbutler.net/projects/fireflies/) <i>Programming, Art</i>	2011
<ul style="list-style-type: none"> Developed with co-creator. 	

Technical Skillset:

Programming Languages (in order of proficiency)

C/C++, C#, F#, Javascript, Python

APIs/Specialized Tools

Unity3D, Graphics programming (OpenGL, Direct X), Maya