

# Kristin Siu

kasiu@gatech.edu/krsiu@microsoft.com  
www.algorithmicallyanimated.com

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## 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

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## Industry and Research Experience:

### Microsoft Corporation

*Software Development Engineer*

October 2017-present

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

### Golden Glitch Studios, LLC

*Co-founder, Engineer*

2014-present

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

### Georgia Institute of Technology

*Graduate Research Assistant*

Aug. 2010-October 2017

- 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

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

Summer 2016/2015/2014/2008

- 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.

*Software Engineering Intern*

Summer 2011/2010

- 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

*Research and Development Lab Associate (Intern)*

Summer 2009

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

### Carnegie Mellon University

*Undergraduate Research Assistant/Teaching Assistant*

Oct. 2008-May 2010

- 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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## Technical Skillset:

### Programming Languages (in order of proficiency)

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

### APIs/Specialized Tools

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

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## Independent Game Development:

- Last Hour for a Flower** (<http://www.algorithmicallyanimated.com/games/lasthour/>) 2014  
*Programming, Art, Writing*
- Developed everything, managed online remake with co-creator.
- Fireflies** (<http://www.ericbutler.net/projects/fireflies/>) 2011  
*Programming, Art*
- Developed with co-creator.

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