

FANNIE LIU

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education

09/15 - present

Carnegie Mellon University, Pittsburgh, PA
Ph.D. Candidate in Human-Computer Interaction
Advisors: Laura Dabbish and Geoff Kaufman

09/09 - 09/14

University of Pennsylvania, Philadelphia, PA
M.S.E. in Computer Graphics and Game Technology, GPA: 3.87/4.00
B.S.E. in Digital Media Design, Magna Cum Laude, GPA: 3.61/4.00
Advisor: Norman Badler

work experience

09/15 - present

Human-Computer Interaction Institute, Carnegie Mellon University
Research Assistant, Connected Experience Lab & eHeart Lab

- Exploring interventions to improve social interactions using sensed physiological data
- Investigating the use of expressive avatars to promote self-expression and empathy
- Researching identity-based hashtag activism around marginalized groups

07/14 - 08/15

LinkedIn, New York, NY; Mountain View, CA
Software Engineer, Content Ingestion

- Developed backend infrastructure and schemas for ingesting content from third party websites for use within LinkedIn, including sharing on news feed and the Pulse app

06/13 - 08/13

Software Engineering Intern, Contacts

- Developed tasks and events section for the Connected application, including Python backend, Desktop frontend, iOS, and mobile web

10/12 - 05/13

SIG Center for Computer Graphics, University of Pennsylvania
Research Assistant

- Developed motion filtering tool and conducted user studies to test viewers' sensitivity to emotion conveyed by animated characters generated from motion capture data

05/12 - 08/12

Google, New York, NY; Cambridge, MA
Software Engineering Intern, AdWords Editor (AWE)

- Developed testing framework using Squish test automation tool for AWE backend

06/11 - 08/11

Software Engineering Intern, Google Web Server (GWS)

- Developed an internal incentive site to crowdsource learning and completion of existing bugs/tasks in GWS

publications

Liu, F., Dabbish, L., & Kaufman, G. (in press). Can Biosignals be Expressive? How Visualizations Affect Impression Formation from Shared Brain Activity. *Proceedings of the ACM on Human-Computer Interaction (CSCW 2018)*. 1(2), 71.

Liu, F., Ford, D., Parnin, C. & Dabbish, L. (in press). Selfies as Social Movements: Influences on Participation and Perceived Impact on Stereotypes. *Proceedings of the ACM on Human-Computer Interaction (CSCW 2018)*. 1(2), 72.

Liu, F., Dabbish, L., & Kaufman, G. (2017). Supporting Social Interactions with an Expressive Heart Rate Sharing Application. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp 2017)*, 1(3), 77.

Liu, F., Kaufman, G., & Dabbish, L. (2016). Design Considerations for Expressive Biofeedback in Social Interactions. In *Workshop on Collocated Interaction: New Challenges in 'Same Time, Same Place' Research (CSCW 2016)*.

Normoyle, A., **Liu, F.**, Kapadia, M., Badler, N. I., & Jörg, S. (2013). The effect of posture and dynamics on the perception of emotion. In *Proceedings of the ACM Symposium on Applied Perception (SAP 2013)*, (pp. 91-98). ACM.

teaching

- 08/17 - present **Human-Computer Interaction Institute**, Carnegie Mellon University
Teaching Assistant, 05-430/05-630: Programming Usable Interfaces
- Leading a lab section of 53 students, holding office hours, and grading assignments
 - Creating lab lesson plans and homework assignments
- 01/14 - 05/14 **Department of Computer Science**, University of Pennsylvania
Teaching Assistant, CIS660: Advanced Computer Graphics
- Graded assignments and held office hours
- 09/11 - 05/13 Head Teaching Assistant, CIS110: Introduction to Computer Programming
- Managed and assigned duties to TAs, and planned staff meetings and TA training, organized TA retreat
 - Led a lab section of 20 students, held office hours, and graded assignments and tests

honors

- 2017 Presidential Fellow, Carnegie Mellon University
2016, 2017 NSF GRFP Fellowship Honorable Mention
2012-2014 Dean's List, University of Pennsylvania

skills

- Programming Java, Python, C++, HTML, CSS, JavaScript, Android
Software Adobe Creative Suite, Autodesk Maya, Unity, JMP, SPSS, Weka, NVivo
Methods Surveys, Interviews, Experimental Design, Grounded Theory, Storyboarding, Prototyping, Game Design, Data Visualization