FANNIE LIU

424 237 8643 | fannie@cmu.edu
5000 Forbes Avenue, Pittsburgh, PA 15213
www.fannieliu.com

education

09/15 - present

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

09/09 - 05/14

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

Human-Computer Interaction Institute, Carnegie Mellon University

09/15 - present

Research Assistant, Connected Experience Lab & eHeart Lab

- Designing and building interventions that facilitate understanding, communication, and connection in social interactions, including through the use of sensed physiological data and expressive animated avatars

LinkedIn

07/14 - 08/15

Software Engineer, Content Ingestion (New York, NY)

- 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 (Mountain View, CA)

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

SIG Center for Computer Graphics, University of Pennsylvania

10/12 - 05/13

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

Google

05/12 - 08/12

Software Engineering Intern, AdWords Editor/AWE (New York, NY)

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

06/11 - 08/11

Software Engineering Intern, Google Web Server/GWS (Cambridge, MA)

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

publications

Liu, F., Dabbish, L., & Kaufman, G. (2017). 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. (2017). 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 Workshop)*.

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

Human-Computer Interaction Institute, Carnegie Mellon University

08/17 - 12/17 Teaching Assistant, 05-430/05-630: Programming Usable Interfaces

- Led a lab section of 44 students, held office hours, and graded assignments
- Created lab lesson plans and homework assignments

Department of Computer Science, University of Pennsylvania

01/14 - 05/14 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

mentoring

Human-Computer Interaction Institute, Carnegie Mellon University

Reseach Mentor

Fall 2017 • Self-expression through Avatars: Jung-Jin Lee, Undergraduate in Design and HCI

Fall 2016 • Biosignals and Kinetic Typography Chat: Emily Saltz, Graduate in HCI

Summer 2016 • Biosignals and Kinetic Typography Chat: Raina Langevin, Undergraduate in CS and Art

Spring 2016 • Visualizing Biosignals in Social Interactions: Elizabeth Ji, Undergraduate in CS

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

honors

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