

Jacqui Fashimpaur

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Interdisciplinary researcher studying immersive interfaces, like wearable devices and gestural inputs. Combines experience design with software development to build interactions that foster user confidence and intuitive control.

EXPERIENCE

Research Engineer, Reality Labs Research (Meta)

July 2020 – Present

- Currently on team investigating wearable input combined with a contextual AI-powered interface
- Designing and implementing novel interaction techniques with Unity (C#), Kotlin, and prototype devices
- Conducting user studies and sometimes authoring papers for human-computer interaction conferences

Research Assistant, CMU Human-Computer Interaction Institute

May – December 2018

- Developed four prototype virtual reality rooms for the HTC Vive with Unity (C#) and Maya
- Wrote interview questions, conducted interviews, and synthesized results as co-author of research paper

Head Teaching Assistant, CMU School of Computer Science

2017-2018, 2019-2020

- One of 20 TAs for Theoretical CS course (150-250 students/semester), Co-Head TA for 2019-20 academic year
- Taught weekly classes (~15 students), held office hours, graded assignments, and worked with students individually

EDUCATION

Carnegie Mellon University, Pittsburgh PA

May 2020

Degree: Bachelor of Science in Computer Science

Minors: Media Design, Film and Media Studies

Honors: University Honors, Andrew Carnegie Society Scholar, Phi Beta Kappa Member, QPA 3.95

PUBLICATIONS

Jacqui Fashimpaur, Amy Karlson, Tanya R. Jonker, Hrvoje Benko, and Aakar Gupta. *Investigating Wrist Deflection Scrolling Techniques for Extended Reality*. CHI 2023. DOI: <https://doi.org/10.1145/3544548.3580870>

Lauren Herckis, Jessica Cao, **Jacqui Fashimpaur**, Anna Henson, Rachel Rodgers, Thomas W. Corbett III, and Jessica Hammer. *Exploring Hybrid Virtual-Physical Homes*. DIS 2020. **Honorable Mention Award (top 5%)**
DOI: <https://doi.org/10.1145/3357236.3395561>

Jacqui Fashimpaur, Kenrick Kin, and Matt Longest. *PinchType: Text Entry for Virtual and Augmented Reality Using Comfortable Thumb to Fingertip Pinches*. CHI EA 2020. DOI: <https://doi.org/10.1145/3334480.3382888>

PROJECTS

MIT Mystery Hunt: The Puzzle Factory (2023) – <https://puzzles.mit.edu/2023/>

Creative Lead and puzzle writer for MIT Mystery Hunt 2023, a three-day digital and physical puzzlehunt in which 3,000+ people participated. Managed team of eighteen artists and writers to create the plot and visuals for the hunt.

Doodle Bugs (2020) – <https://doodlebugs.art/>

Sole developer of an online puzzle game based around an uncooperative drawing tool. Players must discover the “bugs” in the tool and avoid them or use them to their advantage while trying to draw certain images.

SKILLS

User Research • Interaction Design • VR Development • Project Management • Public Speaking
Unity • C# • C++ • Maya • JavaScript • Illustrator • Web Dev • Android Dev • Video Production