

Jacqui Fashimpaur

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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

WORK EXPERIENCE

Research Software Engineer, Facebook Reality Labs

May 2019 – Present

- Currently on team working on interactions, XR input, and advanced haptics
- Interned with hand-tracking team, developed pinch-based text entry interface for Oculus Rift with Unity (C#)
- Designed and ran user study for the interface, analyzed results and co-authored LBW research paper

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
- The project explores the potential for hybrid virtual-physical homes to improve people's lives

Head Teaching Assistant, CMU School of Computer Science

2017-2018, 2019-2020

- One of 20 TAs for the course "Great Theoretical Ideas in Computer Science" (150-250 students each semester)
- Taught weekly classes, held office hours, graded papers, and answered questions online
- Co-Head TA for the 2019-2020 academic year, assigned TA responsibilities and supported professors

PUBLICATIONS

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

Getaway Hunt (2020) – puzzlehunt.club/hunt/13/

As co-president of Puzzlehunt CMU, oversaw team of eight to write and organize online puzzle hunt with 1400 participants. Also co-wrote the highest rated puzzle of the hunt, a digital drawing game made with JavaScript.

Rebus Chat (2019) – youtu.be/CR5t0cBC7Uk

Sole developer of Android messaging app that converts all text into rebus puzzles (picture puns). Made with Android Studio and Firebase.

Pick Me Up (2018) – vimeo.com/270387413

Three-minute animated short made using Maya in a team of five animators. One of two body animators, and developed the system used to simulate footprints in the snow.

SKILLS

Unity • C# • C++ • C • Maya • JavaScript • Web Development • Android App Development
User Research • Video Production • Visual Design • Public Speaking • Some German Language