

Shi Johnson-Bey

Computational Media Ph.D. Student @ UC Santa Cruz

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Education

2020 - Present	Doctor of Philosophy, Computational Media University of California - Santa Cruz Advisors: Dr. Michael Mateas, Noah Wardrip-Fruin
2017 - 2019	Master of Science, Biomedical Engineering Carnegie Mellon University Advisor: Pulkit Grover
2013 - 2017	Bachelor of Science, Computer Science Bachelor of Science, Neuroscience University of Delaware

Publications

2021	Johnson-Bey, Shi , and Michael Mateas. "Centrifuge: A Visual Tool for Authoring Sifting Patterns for Character-Based Simulationist Story Worlds". In AIIDE: Programming Languages for Interactive Entertainment, 2021. In press
2020	Johnson-Bey, Ishmael , and Venkat Dasari. "A novel approach towards computing global maps for multi-robotic operations in tactical environments." In Disruptive Technologies in Information Sciences IV, vol. 11419, p. 1141908. International Society for Optics and Photonics, 2020.
2018	Hu, Brian, Ishmael Johnson-Bey , Mansi Sharma, and Ernst Niebur. "Head movements are correlated with other measures of visual attention at smaller spatial scales." In 2018 52nd Annual Conference on Information Sciences and Systems (CISS), pp. 1-6. IEEE, 2018.
2017	Hu, Brian, Ishmael Johnson-Bey , Mansi Sharma, and Ernst Niebur. "Head movements during visual exploration of natural images in virtual reality." In 2017 51st annual conference on information sciences and systems (ciss), pp. 1-6. IEEE, 2017.

Talks

2021	AIIDE 21, PLIE Workshop, "Centrifuge: A Visual Tool for Authoring Sifting Patterns for Character-Based Simulationist Story Worlds"
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Press

06/2019	Forney, E., "The power of EEG and student innovation". Carnegie Mellon University, College of Engineering Magazine
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Committees and Leadership Positions

2021	AIIDE-21 Artifact Evaluation Committee
2015-2016	UD Computer Animation and Game Design Club President

2014-2016	University of Delaware Mascot Team Captain
2014-2017	UD RISE Program Student Advisory Council

Awards, Honors, & Fellowships

2018-2019	ORAU Journeyman Fellow @ US Army Research Lab, Human Research & Engineering Directorate
2018	Carnegie Mellon University Graduate Small Research Grant
2017	ORAU Summer Journeyman Fellow @ US Army Research Lab, Human Research & Engineering Directorate
2017	UD Computer Information Sciences Department, Steven Geracimos Memorial Reward
2015 - 2016	Microsoft Student Partner @ University of Delaware
2015	UD College of Engineering, Elbert C. Wisener RISE Corporate Friends Award

Teaching Positions

Winter 2022, Spring 2022	Teaching Assistant, CMPM 80K: Foundations of Video Game Design, UC Santa Cruz
Fall 2021	Teaching Assistant, CMPM 176: Game Systems
Spring 2017	Undergraduate Teaching Assistant, CISC 181: Intro to Computer Science II, University of Delaware

Research Positions

08/2019 - 06/2020	Research Software Engineer @ US Army Research Lab, Computer Information Sciences Directorate, Adaptive Computing Lab
10/2017 - 05/2019	Graduate Student @ Carnegie Mellon University, ECE Department, Neural Web Group
06/2015 - 08/2015	Research Intern @ Johns Hopkins University, Mind Brain Institute, Computational Neuroscience Lab

Software Engineering Positions

07/2021 - Present	Co-Founder & Lead Web Developer @ Jyackl LLC, Baltimore MD
06/2016 - 08/2016	Software Engineer Intern @ SevOne, Newark DE