

# Jack Kelly

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GitHub: <https://github.com/jackckelly>  
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Research interests	Social simulation, game NPCs, game studies, authoring tools, language models	
Education	<b>University of California, Santa Cruz</b> Ph.D. in Computational Media <i>Advised by Elin Carstensdottir</i> M.S. in Computational Media <i>Advised by Michael Mateas and Noah Wardrip-Fruin</i>	Santa Cruz, CA September 2024 – June 2029 September 2022 – August 2024
	<b>Brown University</b> B.S. in Computer Science	Providence, RI September 2014 – May 2018
Awards and honors	Best Paper, AIIDE Best Paper, FDG	2023 2023
Conference papers	<b>There and Back Again: Extracting Formal Domains for Controllable Neurosymbolic Story Authoring</b> Jack Kelly, Alex Calderwood, Noah Wardrip-Fruin, Michael Mateas. AIIDE 2023. 28% acceptance. Best Paper. <a href="https://doi.org/10.1609/aiide.v19i1.27502">https://doi.org/10.1609/aiide.v19i1.27502</a>	
	<b>Shoelace: A Storytelling Assistant for GUMSHOE One-2-One</b> Devi Acharya, Jack Kelly, William Tate, Maxwell Joslyn, Michael Mateas, Noah Wardrip-Fruin. FDG 2023. 39% acceptance. Best Paper. <a href="https://doi.org/10.1145/3582437.3582475">https://doi.org/10.1145/3582437.3582475</a>	
Workshop papers	<b>Paradise: An Experiment Extending the Ensemble Social Physics Engine with Language Models</b> Jack Kelly, Michael Mateas, Noah Wardrip-Fruin. <a href="https://doi.org/10.1145/3649921.3659841">https://doi.org/10.1145/3649921.3659841</a> FDG 2024. Workshop on Game Research Software System Reuse	
	<b>Towards Computational Support with Language Models for TTRPG Game Masters</b> Jack Kelly, Michael Mateas, Noah Wardrip-Fruin. FDG 2023. Workshop on Human-AI Interaction Through Play. <a href="https://doi.org/10.1145/3582437.3587202">https://doi.org/10.1145/3582437.3587202</a>	

<b>Service and teaching</b>	<b>Teaching Assistantships</b>	
	CMPM 170, <i>Rapid Prototyping</i>	Fall 2025
	CMPM 176, <i>Game Systems</i>	Spring 2025
	CMPM 80K, <i>Foundations of Interactive Game Design</i>	Summer 2024
	CMPM 80K, <i>Foundations of Interactive Game Design</i>	Winter 2024
	CSCI 1570, <i>Design and Analysis of Algorithms</i>	Fall 2017
	CSCI 1951A, <i>Data Science</i>	Spring 2017
<b>Peer Review</b>		
	CHI	2026
	CHI Play	2025
	AIIDE	2023-2025
	ICIDS	2024-2025
	Wordplay	2024
<b>Industry experience</b>		
	<b>Transform</b> (acquired by dbt Labs)	Seattle, WA
	Data Engineer	January 2022 – December 2022
	• Worked across data infrastructure to integrate Transform's centralized metrics store (now the dbt Semantic Layer) with upstream data sources (Snowflake, BigQuery, Redshift) and downstream consumers (Slack, Google Sheets, Excel).	
	<b>Yelp</b>	San Francisco, CA
	Machine Learning Engineer	August 2018 – December 2020
	• On the Contribution Targeting team, developed and launched a new visit attribution model with PySpark and XGBoost using website and app interaction data; increased business reviews by 2% sitewide upon integration with the review suggestion system.	
	• On the Data Quality team, rebuilt Yelp's chain business identification system to use human-in-the-loop feedback, resolving persistent data quality issues.	
<b>Programming languages</b>	Proficient: Python, Javascript, Typescript. Familiar : C#, Java, R.	