

Jack Kelly

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GitHub: <https://github.com/jackckelly>

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Research interests

Game design, social simulation, authoring tools, language models

Education

University of California, Santa Cruz

Santa Cruz, CA

M.S. in Computational Media

September 2022 – August 2024

Advised by Michael Mateas and Noah Wardrip-Fruin

GPA: 4.0

Brown University

Providence, RI

B.S. in Computer Science

September 2014 – May 2018

Awards and honors

Best Paper, AIIDE

2023

Best Paper, FDG

2023

Conference papers

There and Back Again: Extracting Formal Domains for Controllable Neurosymbolic Story Authoring

Jack Kelly, Alex Calderwood, Noah Wardrip-Fruin, Michael Mateas.

AIIDE 2023. 28% acceptance. Best Paper.

<https://doi.org/10.1609/aiide.v19i1.27502>

Shoelace: A Storytelling Assistant for GUMSHOE One-2-One

Devi Acharya, Jack Kelly, William Tate, Maxwell Joslyn, Michael Mateas, Noah Wardrip-Fruin.

FDG 2023. 39% acceptance. Best Paper.

<https://doi.org/10.1145/3582437.3582475>

Workshop papers

Paradise: An Experiment Extending the Ensemble Social Physics Engine with Language Models

Jack Kelly, Michael Mateas, Noah Wardrip-Fruin.

FDG 2024. Workshop on Game Research Software System Reuse

Towards Computational Support with Language Models for TTRPG Game Masters

Jack Kelly, Michael Mateas, Noah Wardrip-Fruin.

FDG 2023. Workshop on Human-AI Interaction Through Play.

<https://doi.org/10.1145/3582437.3587202>

Industry experience	Transform (acquired by dbt Labs)	Seattle, WA
	Data Engineer	January 2022 – December 2022
	<ul style="list-style-type: none"> • 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). 	
	Yelp	San Francisco, CA
	Machine Learning Engineer	August 2018 – December 2020
	<ul style="list-style-type: none"> • 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. 	
Service and teaching	Teaching Assistantships	
	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
	Peer Review	
	AIIDE	2023, 2024
	ICIDS	2024
Programming languages	Proficient: Python, Javascript/Typescript. Familiar : C#, Java, R.	