

Asiiah Song

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PhD Student in Computational Media

I'm interested in creative intelligent agents.

Education

- **University of California, Santa Cruz** **Santa Cruz, CA**
PhD, Computational Media 2018–present
- **University of British Columbia** **Vancouver, BC, Canada**
MSc, Computer Science 2018
- **University of California, Santa Cruz** **Santa Cruz, CA**
BA, Computer Science, Linguistics 2015

Projects

- **Recipe generator (2018)**
3T uses SpaCy to process the Recipe1M+ dataset, and keras to evaluate the fitness on an evolutionary algorithm. 3T represents recipes as trees and emphasizes heat as an atomic element. 3T aims to automatically generate novel (differentiated from training set), full (with ingredients and instructions) recipes.
- **Card deck generator (2019)**
Generative Tarot scrapes the internet for keywords that represent themes of what people are thinking. A small knowledge graph is generated from those keywords and is then projected into the resulting generated Tarot deck.
- **Road network generator (2019)**
Town-Sim simulates the growth of an urban settlement from a seed of initial settlers. The traffic pattern of the simulated agents moving across the map gathering resources motivate the construction of roads in the simulation.
- **Fine-tuning user affective model (2019)**
iSAM is a project that uses the Self-Assessment Manikin metric to adapt the affective model from the International Affective Picture system to individual users with a few interactions in VR using the Unity3D game engine.

Workshop Papers

Asiiah Song. Generative tarot: Internet-mining for the collective consciousness. In *Workshop on Experimental AI in Games at AIIDE*, 2019.

Asiiah Song and Jim Whitehead. Townsim: agent-based city evolution for naturalistic road network generation. In *Workshop on Procedural Content Generation at FDG*, 2019.

Aviv Elor and Asiiah Song. isam: Interactively fine-tuning an affective model of immersive media to player nuances. In *Workshop on Applied Multimodal Affect Recognition at FG*, 2020.

Employment

- **University of California, Santa Cruz** **Santa Cruz, CA**
 - Graduate Student Researcher* *Jul 2018–present*
 - Graduate Teaching Assistant* *Sep 2018–present*
 - Science Internship Program Mentor* *Jun 2019–Aug 2019*
- **University of British Columbia** **Vancouver, BC, Canada**
 - Graduate Teaching Assistant* *Sep 2016 - May 2018*
- **TRAC Labs** **Webster, TX; remote**
 - Software Engineer* *Aug 2016–Aug 2018*
 - Junior Software Engineer* *Jul 2015–Aug 2016*

Maintenance and development of a web app in JavaScript and a desktop application in Java, both part of a human-assisted automation toolkit (PRIDE) used in industrial automation and various scientific research projects.