ASSISTANT PROFESSOR, CSEE • UNIVERSITY OF MARYLAND, BALTIMORE COUNTY (UMBC)

Information Technology and Engineering (ITE) Building, Room 216

😂 Google Scholar | 🖸 Github | 🛅 LinkedIn | 🕲 Mastodon | 💆 Twitter

### Q Research Interests

Human-Centered Artificial Intelligence & Natural Language Processing, Computational Creativity, Automated Story Generation & Understanding, Tabletop Roleplaying Agents, Neurosymbolic Methods, Augmentative & Alternative Communication (AAC), Speech Processing, Affective Computing, Conversational Agents, Cognitive Systems

### **Education**

#### **Georgia Institute of Technology**

Ph.D. IN HUMAN-CENTERED COMPUTING

- + Advisor: Dr. Mark O. Riedl
- + Thesis: Neurosymbolic Automated Story Generation
- + Teaching Certification: Tech to Teaching (Summer 2018)

#### **Carnegie Mellon University**

M.S. IN LANGUAGE TECHNOLOGIES

+ Advisor: Dr. Alan W Black

#### Rutgers University — New Brunswick

B.S. IN COMPUTER SCIENCE & LINGUISTICS (DOUBLE MAJOR)

+ Advisor: Dr Matthew Stone

Aug. 2015 - May 2021 Atlanta, GA

Aug. 2013 - Aug. 2015

Sep. 2009 - May 2013

Piscataway, NJ

Pittsburgh, PA

# **Research Experience**

#### **Assistant Professor**

UNIVERSITY OF MARYLAND, BALTIMORE COUNTY - COMPUTER SCIENCE AND ELECTRICAL

ENGINEERING (CSEE) DEPARTMENT

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

University of Pennsylvania – Computer and Information Science

**Graduate Research Assistant** 

GEORGIA INSTITUTE OF TECHNOLOGY - SCHOOL OF INTERACTIVE COMPUTING

Applied Scientist Intern

AMAZON.COM INC. - ALEXA SMART HOME MACHINE LEARNING

**Graduate Research Assistant** 

CARNEGIE MELLON UNIVERSITY - LANGUAGE TECHNOLOGIES INSTITUTE

Intern

University of Southern California – Institute for Creative Technologies

Aug 2023 - Present

Baltimore, MD

Philadelphia, PA

Atlanta, GA

*May 2017 - Aug 2017* 

Seattle, WA

Sept 2013 - Aug 2015

Pittsburgh, PA

*May 2011 – Aug 2011* 

Playa Vista, CA

# **⊈**□ Teaching

#### CMSC 491/691 Interactive Fiction and Text Generation

INSTRUCTOR OF RECORD

CMSC 473/673 Natural Language Processing

INSTRUCTOR OF RECORD

**CMSC 671 Principles of Artificial Intelligence** 

INSTRUCTOR OF RECORD

**UMBC** 

Spring 2024

**UMBC** 

UMRC

LAST UPDATED: JUNE 27, 2024

Dr. Lara J. Martin · Curriculum Vitae

#### **CIS 700 Interactive Fiction and Text Generation**

Co-Instructor

+ Co-taught with Dr. Chris Callison-Burch

Spring 2022 University of Pennsylvania

#### **CS 3790 Introduction to Cognitive Science**

INSTRUCTOR OF RECORD

Summer 2018

Georgia Institute of Technology

# **Projects**

Human-Al Communication and Computational Creativity. Collaboration between people and Al, primarily through storytelling.

Story understanding	[3, 6, 17]	2021 - Present
🐍 D&D as an AI challenge	[2, 5, 7, 15, 16, 19]	2018 – Present
Story generation	[1, 8–11, 14, 18, 20, 21, 29]	2015 - Present
<b>7</b> Schemas	[4, 10, 11]	2023
Conversational agents	[25], See also: Amazon & USC ICT internships	2011, 2017, 2022
♠ Language learning	[23]	2014

♣ Human-Human Communication. Analysis of human-human communication or computer-mediated communication.

Augmentative and Alternative Communication (AAC)	[28]	2022 – Present
<b>☞</b> Online communities	[6, 22]	2014, 2023
Al      Translation	[12]	2015
Emotion recognition & affective computing	[13, 24, 26, 27]	2013 - 2015

### **⊿** Publications

#### PhD Dissertation

[1] **L. J. Martin**. "Neurosymbolic Automated Story Generation". Doctoral dissertation. Georgia Institute of Technology, 2021. URL: https://smartech.gatech.edu/handle/1853/64643.

#### **CONFERENCE PROCEEDINGS** \*equal contribution, † presented

- [2] A. Zhu<sup>†</sup>, L. J. Martin, A. Head, and C. Callison-Burch. "CALYPSO: LLMs as Dungeon Master's Assistants". In: AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Vol. 19. 1. Salt Lake City, UT: AAAI, Oct. 2023, pp. 380–390. DOI: 10.1609/aiide.v19i1.27534. arXiv: 2308.07540. URL: https://ojs.aaai.org/index.php/AIIDE/article/view/27534. [~59% acceptance rate].
   [3] Y. R. Dong, L. J. Martin, and C. Callison-Burch. "CORRPUS: Code-based Structured Prompting for Neurosymbolic
- [3] Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. "Correction of Code-based Structured Prompting for Neurosymbolic Story Understanding". In: *Findings of the Association for Computational Linguistics: ACL 2023*. Toronto, Canada: ACL, July 2023, pp. 13152–13168. arXiv: 2212.10754. URL: https://aclanthology.org/2023.findings-acl.832/. [18.4% acceptance rate].
- [4] T. Zhang\*, I. Tham\*, Z. Hou\*, J. Ren, L. Zhou, H. Xu, L. Zhang, **L. J. Martin**, R. Dror, S. Li, H. Ji, M. Palmer, S. Brown, R. Suchocki, and C. Callison-Burch. "Human-in-the-Loop Schema Induction". In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 3: System Demonstrations. Toronto, Canada: ACL, July 2023, pp. 1–10. arXiv: 2302.13048. URL: https://aclanthology.org/2023.acl-demo.1/. [37% acceptance rate].
- [5] A. Zhu<sup>†</sup>, K. Aggarwal, A. Feng, **L. J. Martin**, and C. Callison-Burch. "FIREBALL: A Dataset of Dungeons and Dragons Actual-Play with Structured Game State Information". In: *Annual Meeting of the Association for Computational Linguistics (ACL)*. Vol. 1: Long Papers. Toronto, Canada: ACL, July 2023, pp. 4171–4193. arXiv: 2305.01528. URL: https://aclanthology.org/2023.acl-long.229/. [23.5% acceptance rate].
- [6] S. Giorgi, K. Zhao, A. H. Feng, and **L. J. Martin**<sup>†</sup>. "Author as Character and Narrator: Deconstructing Personal Narratives from the *r/AmITheAsshole* Reddit Community". In: 17.1 (June 2023), pp. 233–244. arXiv: 2301.08104. URL: https://ojs.aaai.org/index.php/ICWSM/article/view/22141. [~20% acceptance rate].
- [7] C. Callison-Burch\*, G. S. Tomar\*<sup>†</sup>, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. "Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence". In: *Conference on Empirical Methods in Natural Language Processing (EMNLP)*. Abu Dhabi, United Arab Emirates: ACL, Dec. 2022, pp. 9379–9393. arXiv: 2210.07109. URL: https://aclanthology.org/2022.emnlp-main.637. [22.1% acceptance rate].
- [8] P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**<sup>†</sup>, and M. O. Riedl. "Story Realization: Expanding Plot Events into Sentences". In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY: AAAI, Apr. 2020, pp. 7375–7382. DOI: 10.1609/aaai.v34i05.6232. arXiv: 1909.03480. URL: https://ojs.aaai.org//index.php/AAAI/article/view/6232. [20.6% acceptance rate].

- [9] P. Tambwekar\*, M. Dhuliawala\*†, **L. J. Martin**†, A. Mehta, B. Harrison, and M. O. Riedl. "Controllable Neural Story Plot Generation via Reward Shaping". In: *International Joint Conference on Artificial Intelligence (IJCAI)*. Macao, China, July 2019, pp. 5982–5988. DOI: 10.24963/ijcai.2019/829. arXiv: 1809.10736. URL: https://www.ijcai.org/proceedings/2019/829. [17.9% acceptance rate].
- [10] **L. J. Martin**<sup>†</sup>, P. Ammanabrolu, X. Wang, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. "Event Representations for Automated Story Generation with Deep Neural Nets". In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 32. 1. New Orleans, LA: AAAI, Feb. 2018, pp. 868–875. ISBN: 978-1-57735-800-8. DOI: 10.1609/aaai.v32i1.11430. arXiv: 1706.01331. URL: https://ojs.aaai.org/index.php/AAAI/article/view/11430. [24.6% acceptance rate].
- [11] L. J. Martin<sup>†</sup>, B. Harrison, and M. O. Riedl. "Improvisational Computational Storytelling in Open Worlds". In: *International Conference on Interactive Digital Storytelling (ICIDS)*. Ed. by F. Nack and A. Gordon. Vol. 10045. Lecture Notes in Computer Science (LNCS). Los Angeles, CA: Springer, Oct. 2016, pp. 73–84. ISBN: 978-3-319-48278-1. DOI: 10.1007/978-3-319-48279-8\_7. URL: https://link.springer.com/chapter/10.1007/978-3-319-48279-8\_7. [36% acceptance rate].
- [12] **L. J. Martin**<sup>†</sup>, A. Wilkinson<sup>†</sup>, S. S. Miryala, V. Robison, and A. W. Black. "Utterance Classification in Speech-to-Speech Translation for Zero-Resource Languages in the Hospital Administration Domain". In: *2015 IEEE Workshop on Automatic Speech Recognition and Understanding (ASRU)*. Scottsdale, AZ: IEEE, Dec. 2015, pp. 303–309. DOI: 10.1109/ASRU.2015.7404809. URL: https://ieeexplore.ieee.org/document/7404809. [47.8% acceptance rate].
- [13] **L. J. Martin**<sup>†</sup>, M. Stone, F. Metze, and J. Mostow. "A Methodology for Using Crowdsourced Data to Measure Uncertainty in Natural Speech". In: *2014 IEEE Spoken Language Technology Workshop (SLT)*. South Lake Tahoe, NV: IEEE, Dec. 2014, pp. 95–99. Doi: 10.1109/SLT.2014.7078556. URL: https://ieeexplore.ieee.org/document/7078556. [48.6% acceptance rate].

#### REFEREED WORKSHOP PAPERS \*equal contribution, † presented

- [14] R. Chambers, N. Tack, E. Pearson, **L. J. Martin**, and F. Ferraro. "BERALL: Generating Retrieval-augmented State-based Interactive Fiction Games". In: 4th Wordplay: When Language Meets Games Workshop @ ACL 2024. Bangkok, Thailand, Aug. 2024.
- [15] C. Callison-Burch\*<sup>†</sup>, G. S. Tomar\*, **L. J. Martin**, D. Ippolito, S. Bailis, and D. Reitter. "Dungeons and Dragons as a Dialogue Challenge for Artificial Intelligence". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=EKwH-BMlkzq.
- [16] S. Papazov<sup>†</sup>, W. Gill, M. Garcia Ferreiro, A. Zhu, **L. J. Martin**, and C. Callison-Burch. "Using Language Models to Convert Between Natural Language and Game Commands". In: *NAACL 2022 Third Wordplay: When Language Meets Games Workshop*. Virtual/Seattle, WA, July 2022. URL: https://openreview.net/forum?id=jQSStHwtmDN.
- [17] B. Li<sup>†</sup>, **L. J. Martin**, and C. Callison-Burch. "CIS<sup>2</sup>: A Simplified Commonsense Inference Evaluation for Story Prose". In: *ACL 2022 Workshop on Commonsense Representation and Reasoning (CSRR)*. Virtual/Dublin, Ireland, Mar. 2022. arXiv: 2202.07880. URL: https://openreview.net/forum?id=Se-xHMYg\_bc.
- P. Ammanabrolu<sup>†</sup>, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**, and M. O. Riedl. "Guided Neural Language Generation for Automated Storytelling". In: *ACL 2019 Second Workshop on Storytelling (StoryNLP)*. Florence, Italy: ACL, Aug. 2019, pp. 46–55. DOI: 10.18653/v1/W19-3405. URL: https://aclanthology.org/W19-3405/.
- [19] L. J. Martin<sup>†</sup>, S. Sood, and M. Riedl. "Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games". In: *Joint AlIDE Workshop on Intelligent Narrative Technologies and Workshop on Intelligent Cinematography and Editing (INT-WICED)*. Ed. by H.-Y. Wu, M. Si, and A. Jhala. Edmonton, AB, Canada: http://ceur-ws.org, Nov. 2018. URL: http://ceur-ws.org/Vol-2321/paper4.pdf.
- [20] L. J. Martin<sup>†</sup>, P. Ammanabrolu, X. Wang, S. Singh, B. Harrison, M. Dhuliawala, P. Tambwekar, A. Mehta, R. Arora, N. Dass, C. Purdy, and M. O. Riedl. "Improvisational Storytelling Agents". In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvisational\_Agents.pdf.
- [21] L. J. Martin<sup>†</sup>, P. Ammanabrolu, W. Hancock, S. Singh, B. Harrison, and M. O. Riedl. "Event Representations for Automated Story Generation with Deep Neural Nets". In: *KDD 2017 Workshop on Machine Learning for Creativity*. Halifax, NS, Canada, 2017. URL: https://arxiv.org/abs/1706.01331v2. [38% acceptance rate].
- [22] S. Moon<sup>†</sup>, S. Potdar, and **L. J. Martin**. "Identifying Student Leaders from MOOC Discussion Forums through Language Influence". In: *EMNLP 2014 Workshop on Analysis of Large Scale Social Interaction in MOOCs*. Doha, Qatar, Oct. 2014, pp. 15–20. DOI: 10.3115/v1/W14-4103. URL: https://www.aclweb.org/anthology/W14-4103/.
- [23] N. Wolfe<sup>†</sup>, V. V. Vemuri, **L. J. Martin**<sup>†</sup>, F. Metze, and A. W. Black. "Applause: A Learning Tool for Low-Resource Languages". In: *CHI 2014 Designing Speech and Language Interactions Workshop (DSLI)*. Toronto, ON, Canada, Apr. 2014. URL: http://www.cs.toronto.edu/dsli2014/submissions/applause-chi-paper-photo-ready.pdf.
- [24] S. Cosentino<sup>†</sup>, S. Burger, **L. J. Martin**, F. Metze, T. Kishi, K. Hashimoto, S. Sessa, M. Zecca, and A. Takanishi. "A multisensory non-invasive system for laughter analysis". In: *36th Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC)*. Chicago, IL, 2014. URL: https://laramartin.net/pub/EMBC14-Laughter.pdf.

#### OTHER PUBLICATIONS

[25] A. Panagopoulou, M. Arora, L. Zhang, D. Cugini, W. You, Y. Yang, L. Zhou, Y. Wang, Z. Hou, A. Hwang, **L. J. Martin**, S. Shi, C. Callison-Burch, and M. Yatskar. "QuakerBot: A Household Dialog System Powered by Large Language Models". In: 1st Alexa Prize TaskBot (Alexa Prize 2021). May 2022. URL: https://www.amazon.science/alexa-prize/proceedings/quakerbot-a-household-dialog-system-powered-by-large-language-models.

- [26] S. Yu, L. Jiang, Z. Xu, Z. Lan, S. Xu, X. Chang, X. Li, Z. Mao, C. Gan, Y. Miao, X. Du, Y. Cai, L. J. Martin, N. Wolfe, A. Kumar, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. D. Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "CMU informedia@TrecVID 2015 MED/SIN/LNK/SED". In: TREC Video Retrieval Evaluation 2015. Gaithersburg, MD, Nov. 2015. URL: https://research.monash.edu/en/publications/cmu-informediatrecvid-2015medsinlnksed.
- S. Yu, L. Jiang, Z. Mao, X. Chang, X. Du, C. Gan, Z. Lan, Z. Xu, X. Li, Y. Cai, A. Kumar, Y. Miao, **L. J. Martin**, N. Wolfe, S. Xu, H. Li, M. Lin, Z. Ma, Y. Yang, D. Meng, S. Shan, P. Duygulu Sahin, S. Burger, F. Metze, R. Singh, B. Raj, T. Mitamura, R. Stern, and A. Hauptmann. "Informedia@TRECVID 2014 MED and MER". In: *TRECVID Video Retrieval Evaluation* Workshop, NIST. Gaithersburg, MD, Nov. 2014. URL: https://apps.dtic.mil/sti/citations/AD1024376.

#### **PREPRINTS**

- [28] L. J. Martin and M. Nagalakshmi. Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults. Apr. 2024. arXiv: 2404.17730. URL: https://arxiv.org/abs/2404.17730. A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Lan-*
- quage Models with Reinforcement Learning. Dec. 2021. arXiv: 2112.08593. URL: https://arxiv.org/abs/2112.08593.

### B Grants and Awards

#### **GRANTS**

#### **UMBC COEIT Interdisciplinary Proposals**

2024 - 2025 "Investigating the Social and Affective Aspects of Large-Language Model-based \$20,000 AUGMENTATIVE AND ALTERNATIVE COMMUNICATION SYSTEMS" **UMBC** 

Foad Hamidi (Co-PI), Lara J. Martin (Co-PI)

#### UMBC Summer Research Faculty Fellowship (SuRFF)

"REINFORCEMENT LEARNING FOR PLAYING DUNGEONS & DRAGONS" \$8,000 Lara J. Martin **UMBC** 

2024

Fall 2024 - Present

Fall 2023 - Summer 2024

Fall 2023 - Spring 2024

**UMBC** 

**UMBC** 

**UMBC** 

#### **National Science Foundation & Computing Research Association**

COMPUTING INNOVATION POSTDOCTORAL FELLOWSHIP \$200,000 University of Pennsylvania

Lara J. Martin (Postdoc), Chris Callison-Burch (Faculty Mentor)

#### Awards

#### James D. Foley GVU Center Endowment

FOLEY SCHOLAR AWARD \$5,000 Lara J. Martin Georgia Institute of Technology

# **☆** Institutional Service

#### **UMBC Faculty Senate's Committee on AI in Teaching**

**MEMBER CSEE Department Graduate Admissions Committee** 

Teaching about LLMs to Faculty Learning Committees (FLCs)

Teaching in the era of AI FLC (11/17/2023, 4/19/2024)

AI in the Classroom FLC (12/8/2023)

# Professional Activities – Conference Organization

#### SUMMARY

VOLUNTEER

- Organizer
- 10 **Chair Positions, including ACL Action Editor**
- **Program Committee Member/Reviewer** 29
- 5 **Community-Based Conference Attendee**
- 51 **Total Participation**

Dr. Lara J. Martin · Curriculum Vitae

#### ORGANIZER

AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) November 18-22, 2024 CONFERENCE EXPERIENCE CHAIR Lexington, KY 4th Wordplay: When Language Meets Games Workshop at ACL 2024 August 2024 CO-ORGANIZER Bangkok, Thailand AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 11-15, 2021 DOCTORAL CONSORTIUM CHAIR Virtual 3rd Workshop on Narrative Understanding at NAACL 2021 June 11, 2021 CO-ORGANIZER Virtual AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 19-23, 2020 **PUBLICITY CO-CHAIR** Virtual 1st Workshop on Narrative Understanding, Storylines, and Events (NUSE) at ACL 2020 Virtual CO-ORGANIZER AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) LOCAL ARRANGEMENTS CHAIR Altanta, GA OTHER CHAIR POSITIONS AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) Salt Lake City, UT SESSION CHAIR International Conference on Natural Language Generation (INLG) Prague, Czechia International Conference on Natural Language Generation (INLG) September 20-24, 2021 AREA CHAIR Aberdeen, UK International Conference for Interactive Digital Storytelling (ICIDS) ASSOCIATE PROGRAM CHAIR - TECHNOLOGIES TRACK Dublin, Ireland

#### JOURNAL REVIEWER

IEEE Transactions on Games
 Autonomous Agents and Multi-Agent Systems (Springer)
 IEEE Transactions on Audio, Speech and Language Processing
 ACM Computing Surveys (CSUR)

#### ACL ROLLING REVIEW

February 2024 Action Editor – ACL 2024
December 2023 Action Editor – NAACL 2024
August 2023 Action Editor
April 2023 Action Editor
April 2023 Action Editor
December 2022 Action Editor
October 2022 Reviewer
April 2022 Reviewer
July 2022 Reviewer
January 2022 Reviewer
April 2022 Reviewer
Reviewer
April 2022 Reviewer

#### PROGRAM COMMITTEE MEMBER

International Conference on Natural Language Generation (INLG)

Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)

Annual Meeting of the Association for Computational Linguistics (ACL)
STUDENT RESEARCH WORKSHOP

September 23-27, 2024 Tokyo, Japan

> October 2024 Tampere, Finland

> > August 2024

5

Bangkok, Thailand

AAAI Conference on Artificial Intelligence (AAAI) February 20-27, 2024 Undergraduate Consortium Vancouver, Canada AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) RESEARCH TRACK Salt Lake City, UT Annual Meeting of the Association for Computational Linguistics (ACL) STUDENT RESEARCH WORKSHOP Toronto, Canada Conference on Empirical Methods in Natural Language Processing (EMNLP) DIALOGUE AND INTERACTIVE SYSTEMS TRACK Abu Dhabi, UAE AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) October 24-28, 2022 SOFTWARE TRACK Pomona, CA ACM Conference on Creativity & Cognition (C&C) POSTERS TRACK Venice, Italy AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) Virtual AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) RESEARCH TRACK Virtual August 17-20, 2021 IEEE Conference on Games (CoG) Copenhagen, Denmark/Virtual NARRATIVE AND INTERACTIVE ENTERTAINMENT SHORT PAPERS Interactive Narrative Technologies (INT) Workshop at AIIDE Virtual Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG) September 14, 2020 Bugibba, Malta International Conference for Interactive Digital Storytelling (ICIDS) **HUMAN FACTORS** Little Cottonwood Canyon, UT Procedural Content Generation (PCG) Workshop at Foundations of Digital Games (FDG) August 26, 2019 San Luis Obispo, CA Workshop on Storytelling at ACL August 1, 2019 Florence, Italy Workshop on Narrative Understanding at NAACL Minneapolis, MN Knowledge Extraction from Games (KEG) Workshop at AAAI Honolulu, HI AAAI Conf. on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) ARTIFACT EVALUATION Alberta, Canada Workshop on Storytelling at NAACL-HLT New Orleans, LA

### COMMUNITY-BASED CONFERENCE ATTENDANCE

February 20-23, 2024 CRA Career Mentoring Workshops (CMW)

September 18-21, 2019 April 15-16, 2016 CRA-Women Graduate Cohort Workshop

October 2-5, 2013 August 16-17, 2013 CRA STARS Alliance Celebration

# **■ Professional Activities - Presentations**

#### SUMMARY

- **2 Special Conference Presentations**
- 14 On-Campus Invited Speaker Presentations
- **3** Panels

LAST UPDATED: JUNE 27, 2024

23 Total Presentations

### SPECIAL CONFERENCE PRESENTATIONS

"Digital Bards: How Dungeons & Dragons will Make for Better AI"  NULab for Texts, Maps, and Networks Spring Conference at Northeastern University  + Keynote Speaker	April 21, 2023 Boston, MA
"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"  Tapia Doctoral Consortium  + Winner of Best Doctoral Consortium Presentation Award.	September 18, 2019 San Diego, CA
Invited Speaker Presentations	
"Bridging the Social & Technical Divide in Augmentative and Alternative Communication (AAC) Applications for Autistic Adults"	
University of Maryland, Baltimore County - CSEE Research Day	
"Neurosymbolic AI or: How I Learned to Stop Worrying and Love the Large Language Model"	Baltimore, MD
Human Language Technology Center of Excellence (HLTCOE)	April 18, 2024 Baltimore, MD
University of Maryland, Baltimore County - HCC Group FIKA	
Johns Hopkins University	
University of Maryland, Baltimore County	
Drexel University	
"Neurosymbolic Storytelling or: How I Learned to Stop Worrying and Love the Large Language Model"	, ,
University of Maryland, College Park - CLIP Colloquium	October 4, 2023 College Park, MD
"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"	J ,
University of Southern California - NL Seminar	May 22, 2022 Los Angeles, CA/Virtual
University of California, Santa Cruz - Computational Media Seminar	
Georgia Institute of Technology - NLP Seminar	
Lawrence Livermore National Laboratory	June 11, 2020 Livermore, CA/Virtual
"Dungeons and Discourse: Using Computational Storytelling & Speech to Look at Natural Language Use"	Liverillore, Cry VII tuul
University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar	January 25, 2021 Philadelphia, PA/Virtual
University of Utah	· · · · · · · · · · · · · · · · · · ·
"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"	, , , , , , , , , , , , , , , , , , ,
Georgia Tech - GVU Brown Bag	January 23, 2020 Atlanta, GA

LAST UPDATED: JUNE 27, 2024

#### **PANELIST**

Doctoral Consortium Advice PanelOctober 9, 2023AIIDE DOCTORAL CONSORTIUMSalt Lake City, UTComputer Science PhD PanelFeburary 11, 2023UNIVERSITY OF PENNSYLVANIA - FEMMEHACKSPhiladelphia, PAFuture of Language ResearchFebruary 20, 2020GEORGIA INSTITUTE OF TECHNOLOGY - IPAT THURSDAY THINK TANKAtlanta, GA

# PhD Advising

### University of Maryland, Baltimore County

**Arya Honraopatil** Summer 2024 – Present

PHD COMPUTER SCIENCE

Patty Delafuente Spring 2024 – Present

PHD COMPUTER SCIENCE

# Masters Thesis Advising

#### University of Pennsylvania

**River Yijang Dong (thesis)**Summer 2022 – Spring 2023

BA MATHEMATICS/MS DATA SCIENCE ightarrow PHD at Oxford University

Anna Orosz (thesis)

Spring 2021 – Fall 2021

MS Data Science ightarrow Machine Learning Engineer at LinkedIn

**Sri Sanjeevini Devi Ganni (thesis)**Fall 2020 – Spring 2021

MS Data Science  $\rightarrow$  SDE at Amazon

# Other Mentorship

### University of Maryland, Baltimore County

Shadab Choudhury Spring 2024 – Present

MS COMPUTER SCIENCE

Naren Sivakumar Spring 2024 – Present

MS COMPUTER SCIENCE

**June Young** Spring 2024 – Present

MS COMPUTER SCIENCE

Shawn Bray Spring 2024

PHD COMPUTER ENGINEERING

Arya Honraopatil Spring 2024

 $\mathsf{MS}\,\mathsf{Computer}\,\mathsf{Science}\to\mathsf{PhD}\,\mathsf{Student}\,\mathsf{at}\,\mathsf{UMBC}$ 

**Tori Saylor** Spring 2024

BS COMPUTER SCIENCE

Runsheng "Anson" Huang Spring 2023 – Spring 2024

MS DATA SCIENCE AT UPENN

**Christopher Cui**Summer 2023 – Fall 2023

MS Computer Science at Georgia Tech ightarrow PhD Student at UC San Diego

#### OUTREACH

Mark McGovern Summer 2022

OUT IN TECH U'S MENTORSHIP PROGRAM

## University of Pennsylvania

Malathy Nagalakshmi	Summer 2022 – Summer 2023
MS COMPUTER AND INFORMATION SCIENCE → SDE AT AMAZON	Summer 2022 Summer 2025
Andrew Zhu	Fall 2022 – Spring 2023
PhD Computer and Information Science	, 3
Karmanya Aggarwal	Fall 2022
MS Data Science $ ightarrow$ ML Scientist at Nabla Bio, Inc.	
Alexander Feng	Summer 2022 – Fall 2022
MS Data Science $ ightarrow$ Research Data Scientist at Booz Allen Hamilton	
Manni Arora	Summer 2022
MS COMPUTER AND INFORMATION SCIENCE → SOFTWARE ENGINEER AT SIRI NL	Cuma ma a r 2022
Pooja Dattatri MS Computer and Information Science	Summer 2022
Tim Dong	Summer 2022
BS AT WASHINGTON UNIVERSITY IN St. LOUIS	Summer 2022
Salvatore Giorgi	Summer 2022
PhD Computer and Information Science	
Ke "Coco" Zhao	Summer 2022
BA Cognitive Science & Computer Science $ ightarrow$ SDE at Amazon	
Bryan Li	Spring 2021 – Spring 2022
PHD COMPUTER AND INFORMATION SCIENCE	
GEORGIA INSTITUTE OF TECHNOLOGY	
Siyan "Sylvia" Li	Spring 2020 – Fall 2020
BS Computer Science $ ightarrow$ MS student at Stanford University	
Sruthi Sudhakar	Spring 2020
BS COMPUTER SCIENCE → PHD STUDENT AT COLUMBIA UNIVERSITY	
Kimberly Caras	Spring 2020
MS Computer Science $ ightarrow$ D&A Modeler at KPMG Digital Lighthouse <b>Winston Li</b>	Fall 2019 – Fall 2020
BS Computer Science $ ightarrow$ Quantitative Research Engineer at Citadel	ruli 2019 – ruli 2020
Andrew Silva	Fall 2019
PHD COMPUTER SCIENCE	7 411 2010
Srijan Sood	Summer 2018 – Summer 2019
MS Computer Science $ ightarrow$ Research Engineer at JP Morgan	
Jainesh Doshi	Spring 2019
MS Computer Science $ ightarrow$ Machine Learning Engineer at JP Morgan	
Taha Merghani	Summer 2018 – Fall 2018
MS Computer Science $ ightarrow$ AI & Deep Learning Engineer at Decooda	0 1 0010
Ethan Tien BS Computer Science → CS MS student at Georgia Tech	Spring 2018
Prithviraj Ammanabrolu	Spring 2017 – Spring 2018
BS Computer Science → CS PhD student at Georgia Tech	3pmg 2017 – 3pmg 2016
Pradyumna Tambwekar	Spring 2017 – Spring 2018
MS Computer Science $ ightarrow$ CS PhD student at Georgia Tech	
Richa Arora	Spring 2017 – Spring 2018
MS Computer Science $ o$ Google Analytics	
Xinyu "Lily" Wang	Spring 2017 – Spring 2018
MS Computer Science $ ightarrow$ MS Language Technologies student at Carnegie Mellon	
Nathan Dass	Spring 2017 – Fall 2017
BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY	0
Murtaza Dhuliawala  MS Computer Science $ ightarrow$ Research Software Engineer at IBM Research	Spring 2017
INIS COMPUTER SCIENCE $ ightarrow$ research suftware engineer at IBM research	

Koustuv Saha Fall 2016

PhD Computer Science

**Yuval Pinter** Fall 2016

PHD COMPUTER SCIENCE

**Shruti Singh** Spring 2016 – Fall 2016

MS Computer Science ightarrow Software Development Engineer at Amazon

Will Hancock Spring 2016 – Fall 2016

MS Computer Science  $\rightarrow$  PhD student at Northwestern University

# **≇** Thesis Committee Member \_

### University of Maryland, Baltimore County

### Sai Vallurupalli

PHD COMPUTER SCIENCE

Aidan Newell July 2024

MS COMPUTER SCIENCE

Ekele Ogbadu April 2024

MS COMPUTER SCIENCE

**■ Media Coverage** 

■ Media Coverage				
Aug 19, 2023	"Hallucinating ChatGPT finds a role playing Dungeons & Dragons" Thomas Claburn	The Register		
Fall 2022	"Next-Gen Innovators: Penn Engineering Postdoctoral Fellows Lead the Way on Groundbreaking Research"  Amy Biemiller	Penn Engineering Magazine		
Autumn 2021	"Lara Martin: "How can I get a system to tell a story about anything I want?""  Masoud Golsorkhi	TANK Magazine, Issue 88 (Narrative)		
Mar 15, 2021	"Lara Martin on teaching AI to tell stories" Amy Barrett	BBC Science Focus Podcast		
Feb 17, 2021	"Alexa, tell me a story" Amy Barrett	BBC Science Focus Magazine		
Apr 16, 2020	"Meet ML@GT: Lara J. Martin Trains AI Agents to Become Storytellers"  Allie McFadden	Georgia Tech Machine Learning, Memos from MLGT		
Feb 28, 2020	"Forget Chess—the Real Challenge Is Teaching AI to Play D&D" Will Knight	Wired		
Feb 4, 2020	"Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation"  David Mitchell	Georgia Tech School of Interactive Computing		
Oct 4, 2019	"Sztuczna inteligencja jako pisarz: Generowanie fabuły" (Translation from Polish: Artificial Intelligence as a Writer: Story Generation) Patrycja Świeczkowska	Zeszyty Maryny (Blog)		
Feb 6, 2019	"Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations" (mention)  Eliza Strickland	IEEE Spectrum		
Feb 2, 2018	"Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More"  Joshua Preston	Georgia Tech GVU Center		

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