Dr. Lara J. **Martin**

CIFellow Postdoctoral Researcher • University of Pennsylvania

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🔍 Research Interests

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

🎓 Education

Georgia Institute of Technology
Aug. 2015 - May 2021

Ph.D. in Human-Centered Computing
Atlanta, GA

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

Carnegie Mellon University
Aug. 2013 – Aug. 2015

M.S. in Language Technologies
Pittsburgh, PA

+ Advisor: Dr. Alan W Black

Rutgers University — New Brunswick
Sep. 2009 – May 2013

B.S. in Computer Science & Linguistics (double major)
Piscataway, NJ

+ Advisor: Dr. Matthew Stone

🏢 Research Experience

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher
Jan 2021 – Present

University of Pennsylvania – Computer and Information Science
Philadelphia, PA

+ Identifying and improving coherency of automated story generation techniques.
+ Developing a working AAC prototype given feedback from users.
+ Conducted semi-structured interviews with autistic adult users of augmentative and alternative communication (AAC).

Graduate Research Assistant
Aug 2015 – Dec 2020

Georgia Institute of Technology – School of Interactive Computing
Atlanta, GA

+ Created a complex end-to-end automated story generation pipeline.

Applied Scientist Intern
May 2017 – Aug 2017

Amazon.com Inc. – Alexa Smart Home Machine Learning
Seattle, WA

+ Identified potential research questions within Alexa Smart Home.
+ Developed a system for identifying commands with an assumed context.

Graduate Research Assistant
Sept 2013 – Aug 2015

Carnegie Mellon University – Language Technologies Institute
Pittsburgh, PA

+ Created a zero-resource speech-to-speech translation system for the University of Pittsburgh Medical Center.
+ Performed emotion recognition in noisy speech for event detection.

Intern
May 2011 – Aug 2011

University of Southern California – Institute for Creative Technologies
Playa Vista, CA

+ Wrote a chatbot for the Virtual Patient Project using Bruce Wilcox's language Chatscript.
+ Developed an authoring tool for the Chatscript language using Java.
+ Designed and ran experiments comparing my Chatscript system to the project's current chat system.

🖳 Teaching

CIS 700 Interactive Fiction and Text Generation *Spring 2022*
CO-INSTRUCTOR *University of Pennsylvania*
+ Co-taught with Dr. Chris Callison-Burch

CS 3790 Introduction to Cognitive Science *Summer 2018*
INSTRUCTOR OF RECORD *Georgia Institute of Technology*

CS 3600 Introduction to Artificial Intelligence, Dr. Mark O. Riedl *Fall 2016*
GRADUATE TEACHING ASSISTANT *Georgia Institute of Technology*

CS/Psych 3790 Introduction to Cognitive Science, Dr. Rosa Arriaga *Fall 2015*
GRADUATE TEACHING ASSISTANT *Georgia Institute of Technology*

Clarks Scholars Summer Python Bootcamp *Summer 2019*
OUTREACH *Georgia Institute of Technology*
+ Co-created syllabus & lesson plans

Tech Camp with Bridge Academy, Zane Cochran *Summer 2016*
OUTREACH *Georgia Institute of Technology*
+ Guided students on "maker" projects

WomenSCS Club & SCS4All Club for Promoting Diversity and Understanding in Computing *2013 – 2015*
OUTREACH *Carnegie Mellon University*
+ Taught CS basics to middle schoolers

Douglass-DIMACS Computing Corps *2012 – 2013*
OUTREACH *Rutgers University — New Brunswick*
+ Taught CS basics to middle schoolers

198:111 Introduction to Computer Science, Pradip Hari *Fall 2010*
PEER LEADER FOR RECITATION *Rutgers University — New Brunswick*

📦 Projects

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

📝 Story generation	[1, 3–6, 12, 14, 15, 23]	*2015 – Present*
📖 Story understanding	[11, 22]	*2021 – Present*
⅋ D&D as an AI challenge	[2, 9, 10, 13]	*2018 – Present*
💬 Conversational agents	[19], See also: Amazon & USC ICT internships	*2011, 2017, 2022*
🎧 Language learning	[16]	*2014*

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

☹ Emotion recognition & affective computing	[8, 17, 20, 21]	*2013 – 2015*
🔤 Translation	[7]	*2015*
👾 Online communities	[18, 24]	*2014, 2022*
⌨ Augmentative and Alternative Communication (AAC)	In progress.	*2022 – Present*

✈ 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.

[2] C. Callison-Burch*, G. S. Tomar*†, **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: Association for Computational Linguistics, Dec. 2022, pp. 9379–9393. arXiv: 2210.07109. URL: https://aclanthology.org/2022.emnlp-main.637.

[3] P. Ammanabrolu†, E. Tien, W. Cheung, Z. Luo, W. Ma, **L. J. Martin**†, and M. O. Riedl. "Story Realization: Expanding Plot Events into Sentences". In: *AAAI Conference on Artificial Intelligence (AAAI)*. Vol. 34. 5. New York, NY, 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].

[4] 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].

[5] **L. J. Martin**†, 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, 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].

[6] **L. J. Martin**†, 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 International Publishing, 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].

[7] **L. J. Martin**†, A. Wilkinson†, 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].

[8] **L. J. Martin**†, 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 †presented

[9] C. Callison-Burch*†, 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.

[10] S. Papazov†, 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.

[11] B. Li†, **L. J. Martin**, and C. Callison-Burch. "CIS^2: 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.

[12] P. Ammanabrolu†, 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: Association for Computational Linguistics, Aug. 2019, pp. 46–55. DOI: 10.18653/v1/W19-3405. URL: https://aclanthology.org/W19-3405/.

[13] **L. J. Martin**†, S. Sood, and M. Riedl. "Dungeons and DQNs: Toward Reinforcement Learning Agents that Play Tabletop Roleplaying Games". In: *Joint AIIDE 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.

[14] **L. J. Martin**†, 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].

[15] **L. J. Martin**†, 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.

[16] N. Wolfe†, V. V. Vemuri, **L. J. Martin**†, 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.

[17] S. Cosentino†, 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.

[18] S. Moon†, 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/.

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OTHER PUBLICATIONS

[19]   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.

[20]   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-2015-medsinlnksed.

[21]   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

[22]   Y. R. Dong, **L. J. Martin**, and C. Callison-Burch. *CORRPUS: Detecting Story Inconsistencies via Codex-Bootstrapped Neurosymbolic Reasoning*. Dec. 2022. DOI: 10.48550/arXiv.2212.10754. arXiv: 2212.10754. URL: http://arxiv.org/abs/2212.10754.

[23]   A. Alabdulkarim, W. Li, **L. J. Martin**, and M. O. Riedl. *Goal-Directed Story Generation: Augmenting Generative Language Models with Reinforcement Learning*. Dec. 2021. arXiv: 2112.08593. URL: https://arxiv.org/abs/2112.08593.

SUBMITTED

[24]   S. Giorgi, K. Zhao, A. Feng, and **L. J. Martin**. "Author as Character and Narrator: Understanding Moral Judgements of Storytellers within the *r/AmITheAsshole* Reddit Community". In: Submission.

👥 Institutional Service

President's Undergraduate Research Awards (PURA) · *Summer 2019*
REVIEWER · *Georgia Institute of Technology*

School of Interactive Computing's Prospective Student Visit Week · *Spring '16, '17, '18*
VOLUNTEER · *Georgia Institute of Technology*

School of Interactive Computing Faculty Hiring Committee · *Fall 2018*
MEMBER · *Georgia Institute of Technology*

Graduate Student Council · *Fall 2018 – Spring 2019*
MEMBER · *Georgia Institute of Technology*

Human-Centered Computing Website · *Fall 2017 – Spring 2019*
WEBSITE MANAGER · *Georgia Institute of Technology*

School of Interactive Computing's Prospective Student Visit Week · *Spring 2016*
COORDINATOR · *Georgia Institute of Technology*

📊 Professional Activities - Presentations

SUMMARY

9	**On-Campus Invited Speaker Presentations**	*2013 – Present*
1	**Special Conference Presentations**	*2019 – Present*
2	**Guest Lectures**	*2021 – Present*
12	**Total Presentations**	*2013 – Present*

ON-CAMPUS INVITED SPEAKER PRESENTATIONS

"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"

PRESENTER – University of Southern California - NL Seminar . . . . *May 22, 2022*
Los Angeles, CA/Virtual

PRESENTER – University of California, Santa Cruz - Computational Media Seminar . . . . *November 29, 2021*
Santa Cruz, CA/Virtual

PRESENTER – Georgia Institute of Technology - NLP Seminar . . . . *September 11, 2020*
Atlanta, GA/Virtual

PRESENTER – Lawrence Livermore National Laboratory . . . . *June 11, 2020*
Livermore, CA/Virtual

"Dungeons and Discourse: Using Computational Storytelling & Speech to Look at Natural Language Use"

PRESENTER – University of Pennsylvania - CLUNCH (Computational Linguistics Lunch) Seminar . . . . . *January 25, 2021*
Philadelphia, PA/Virtual

PRESENTER – University of Utah . . . . *April 20, 2020*
Salt Lake City, UT/Virtual

"Future of Language Research"

PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank . . . . *February 20, 2020*
Atlanta, GA

"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"

PRESENTER – Georgia Tech - GVU Brown Bag . . . . *January 23, 2020*
Atlanta, GA

"A Model of Uncertainty in Language"

PRESENTER – University of Pennsylvania - REU Site Meeting . . . . *July 18, 2013*
Philadelphia, PA

SPECIAL CONFERENCE PRESENTATIONS

"Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents"

Tapia Doctoral Consortium . . . . *September 18, 2019*
San Diego, CA

+ **Winner of Best Doctoral Consortium Presentation Award.**

GUEST LECTURES

"Dungeons and Discourse: Using Computational Storytelling to Look at Natural Language Use"

University of Pennsylvania - Computational Linguistics Class . . . . *November 30, 2021*
Philadelphia, PA/Virtual

"Neurosymbolic Automated Story Generation"

University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar . . . . *April 30, 2021*
Lexington, KY/Virtual

💬 Professional Activities – Conference Organization

SUMMARY

2	**Organizer**	*2020 – Present*
5	**Chair Positions**	*2018 – Present*
22	**Program Committee Member/Reviewer**	*2018 – Present*
4	**Community-Based Conference Attendee**	*2013 – Present*
34	**Total Participation**	*2013 – Present*

ORGANIZER

3rd Workshop on Narrative Understanding at NAACL 2021 *June 11, 2021*
Virtual

First Workshop on Narrative Understanding, Storylines, and Events (NUSE), Co-Located with ACL 2020 *July 9, 2020*
Virtual

CHAIR POSITIONS

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) *October 11-15, 2021*
Virtual
DOCTORAL CONSORTIUM CHAIR

International Conference on Natural Language Generation (INLG)
September 20-24, 2021
Area Chair
Aberdeen, UK

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 19-23, 2020
Publicity Co-Chair
Virtual

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 8-12, 2019
Georgia Institute of Technology,
Local Arrangements Chair
Altanta, GA

International Conference for Interactive Digital Storytelling (ICIDS)
December 5-8, 2018
Associate Program Chair – Technologies Track
Dublin, Ireland

Program Committee Member

Conference on Empirical Methods in Natural Language Processing (EMNLP)
December 7-11, 2022
Dialogue and Interactive Systems Track
Abu Dhabi, UAE

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 24-28, 2022
Software Track
Pomona, CA

ACM Conference on Creativity & Cognition (C&C)
June 20-23, 2022
Posters Track
Venice, Italy

AAAI Conference on Artificial Intelligence (AAAI)
February 22-March 1, 2022
Virtual

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
October 11-15, 2021
Research Track
Virtual

IEEE Conference on Games (CoG)
August 17-20, 2021
Narrative and Interactive Entertainment Short Papers
Copenhagen, Denmark/Virtual

Interactive Narrative Technologies (INT) Workshop at AIIDE
October 19-20, 2020
Virtual

Eleventh Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference
September 14, 2020
Bugibba, Malta

Twelfth International Conference for Interactive Digital Storytelling (ICIDS)
November 19-23, 2019
Human Factors
Little Cottonwood Canyon, UT

Procedural Content Generation (PCG) Workshop at the Foundations of Digital Games (FDG) Conference
August 26, 2019
San Luis Obispo, CA

Workshop on Storytelling at ACL
August 1, 2019
Florence, Italy

Workshop on Narrative Understanding at NAACL
June 7, 2019
Minneapolis, MN

Knowledge Extraction from Games (KEG) Workshop at AAAI
January 27, 2019
Honolulu, HI

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)
November 13-17, 2018
Artifact Evaluation
Alberta, Canada

Workshop on Storytelling at NAACL-HLT
June 5, 2018
New Orleans, LA

Journal Reviewer

2020	**IEEE Transactions on Audio, Speech and Language Processing**
2020	**ACM Computing Surveys (CSUR)**
2021	**Springer Nature**

ACL Rolling Review

December 2022	**Action Editor**
October 2022	**Reviewer**
July 2022	**Reviewer**
April 2022	**Reviewer**
January 2022	**Reviewer**

Community-Based Conference Attendance

September 18-21, 2019	**ACM Richard Tapia Celebration of Diversity in Computing**
April 15-16, 2016	**CRA-Women Graduate Cohort Workshop**
October 2-5, 2013	**Anita Borg Institute's Grace Hopper Celebration**
August 16-17, 2013	**CRA STARS Alliance Celebration**

☞ Mentorship

Outreach

Mark McGovern *Summer 2022*
Out in Tech U's Mentorship Program

University of Pennsylvania

Malathy Nagalakshmi *Summer 2022 – Present*
MS Computer and Information Science

River Yijang Dong *Summer 2022 – Present*
BS Mathematics/MS Data Science

Manni Arora *Summer 2022*
MS Computer and Information Science

Pooja Dattatri *Summer 2022*
MS Computer and Information Science

Tim Dong *Summer 2022*
BS at Washington University in St. Louis

Alexander Feng *Summer 2022*
MSE Data Science

Salvatore Giorgi *Summer 2022*
PhD Computer and Information Science

Ke "Coco" Zhao *Summer 2022*
BA Cognitive Science & Computer Science → SDE at Amazon

Bryan Li *Spring 2021 – Spring 2022*
PhD Computer and Information Science

Anna Orosz *Spring 2021 – Fall 2021*
MSE Data Science → Machine Learning Engineer at LinkedIn

Sanjeevini Ganni *Fall 2020 – Spring 2021*
MSE Data Science → SDE at Amazon

Georgia Institute of Technology

Siyan "Sylvia" Li *Spring 2020 – Fall 2020*
BS Computer Science → MS student at Stanford University

Sruthi Sudhakar *Spring 2020*
BS Computer Science

Kimberly Caras *Spring 2020*
MS Computer Science → D&A Modeler at KPMG Digital Lighthouse

Winston Li *Fall 2019 – Fall 2020*
BS Computer Science

Andrew Silva *Fall 2019*
PhD Computer Science

Srijan Sood *Summer 2018 – Summer 2019*
MS Computer Science → Research Engineer at JP Morgan

Jainesh Doshi *Spring 2019*
MS Computer Science → Machine Learning Engineer at JP Morgan

Taha Merghani *Summer 2018 – Fall 2018*
MS Computer Science → AI & Deep Learning Engineer at Decooda

Ethan Tien *Spring 2018*
BS Computer Science → CS MS student at Georgia Tech

Prithviraj Ammanabrolu *Spring 2017 – Spring 2018*
BS Computer Science → CS PhD student at Georgia Tech

Pradyumna Tambwekar *Spring 2017 – Spring 2018*
MS Computer Science → CS PhD student at Georgia Tech

Richa Arora *Spring 2017 – Spring 2018*
MS Computer Science → Google Analytics

Xinyu "Lily" Wang *Spring 2017 – Spring 2018*
MS Computer Science → MS Language Technologies student at Carnegie Mellon

Nathan Dass *Spring 2017 – Fall 2017*
BS Computer Science → MS student at Stanford University

Murtaza Dhuliawala *Spring 2017*
MS Computer Science → Research Software 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 → Software Development Engineer at Amazon

Will Hancock *Spring 2016 – Fall 2016*
MS Computer Science → PhD student at Northwestern University

▦ Media Coverage

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 MLGT: 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*