

Dr. Lara J. Martin

CIFELLOW POSTDOCTORAL RESEARCHER • UNIVERSITY OF PENNSYLVANIA

200 South 33rd Street, Philadelphia PA, 19104

✉ laramar@seas.upenn.edu | 🏠 laramartin.net | 💻 lara-j-martin | 🐦 @LangTechLara | 🎓 Google Scholar Page

🔍 Research Interests

Human-Centered Artificial Intelligence, Computational Creativity, Automated Story Generation, 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)

Aug. 2015 – Dec. 2020

Atlanta, GA

Carnegie Mellon University

M.S. IN LANGUAGE TECHNOLOGIES

- + Advisor: Dr. Alan W Black

Aug. 2013 – Aug. 2015

Pittsburgh, PA

Rutgers University — New Brunswick

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

- + Advisor: Dr. Matthew Stone

Sep. 2009 – May 2013

Piscataway, NJ

💼 Employment

Computing Innovation Fellow (CIFellow) Postdoctoral Researcher

UNIVERSITY OF PENNSYLVANIA – COMPUTER AND INFORMATION SCIENCE

- + 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).

Jan 2021 – Present

Philadelphia, PA

Graduate Research Assistant

GEORGIA INSTITUTE OF TECHNOLOGY – SCHOOL OF INTERACTIVE COMPUTING

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

Aug 2015 – Dec 2020

Atlanta, GA

Applied Scientist Intern

AMAZON.COM INC. – ALEXA SMART HOME MACHINE LEARNING

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

May 2017 – Aug 2017

Seattle, WA

Graduate Research Assistant

CARNEGIE MELLON UNIVERSITY – LANGUAGE TECHNOLOGIES INSTITUTE

- + 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.

Sept 2013 – Aug 2015

Pittsburgh, PA

Intern

UNIVERSITY OF SOUTHERN CALIFORNIA – INSTITUTE FOR CREATIVE TECHNOLOGIES

- + 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.

May 2011 – Aug 2011

Playa Vista, CA

Teaching

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

CS 3600 Introduction to Artificial Intelligence, Dr. Mark O. Riedl

GRADUATE TEACHING ASSISTANT

Fall 2016

Georgia Institute of Technology

CS/Psych 3790 Introduction to Cognitive Science, Dr. Rosa Arriaga

GRADUATE TEACHING ASSISTANT

Fall 2015

Georgia Institute of Technology

Clarks Scholars Summer Python Bootcamp

OUTREACH

+ Co-created syllabus & lesson plans

Summer 2019

Georgia Institute of Technology

Tech Camp with **Bridge Academy**, Zane Cochran

OUTREACH

+ Guided students on “maker” projects

Summer 2016

Georgia Institute of Technology

WomenSCS Club & SCS4All Club for Promoting Diversity and Understanding in Computing

OUTREACH

+ Taught CS basics to middle schoolers

2013 – 2015

Carnegie Mellon University

Douglass-DIMACS Computing Corps

OUTREACH

+ Taught CS basics to middle schoolers

2012 – 2013

Rutgers University — New Brunswick

198:111 Introduction to Computer Science, Pradip Hari





PEER LEADER FOR RECITATION


Fall 2010





Rutgers University — New Brunswick

Projects

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

 Story generation	[1, 3–6, 11, 12, 14, 15, 22]	2015 – 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, 23]	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>.

CONFERENCE PROCEEDINGS *equal contribution, †presented

- [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, UAE, Dec. 2022.

- [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](https://doi.org/10.1609/aaai.v34i05.6232). arXiv: [1909.03480](https://arxiv.org/abs/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](https://doi.org/10.24963/ijcai.2019/829). arXiv: [1809.10736](https://arxiv.org/abs/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*. Vol. 32. 1. New Orleans, LA, Apr. 2018. doi: [10.1609/aaai.v32i1.11430](https://doi.org/10.1609/aaai.v32i1.11430). arXiv: [1706.01331](https://arxiv.org/abs/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. “Improvational 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](https://doi.org/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](https://doi.org/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](https://doi.org/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=jQSSStHwtmDN>.
- [11] B. Li[†], **L. J. Martin**, and C. Callison-Burch. “CIS²: 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](https://arxiv.org/abs/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](https://doi.org/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. “Improvational Storytelling Agents”. In: *NeurIPS 2017 Workshop on Machine Learning for Creativity and Design*. Long Beach, CA, Dec. 2017. URL: https://nips2017creativity.github.io/doc/Improvational_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 (DSL)*. Toronto, ON, Canada, Apr. 2014. URL: <http://www.cs.toronto.edu/dsl2014/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. URL: <https://www.aclweb.org/anthology/W14-4103/>.

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

SUBMITTED

- [23] 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)

REVIEWER

Summer 2019

School of Interactive Computing's Prospective Student Visit Week

Georgia Institute of Technology

VOLUNTEER

Spring '16, '17, '18

School of Interactive Computing Faculty Hiring Committee

Georgia Institute of Technology

MEMBER

Fall 2018

Graduate Student Council

Georgia Institute of Technology

MEMBER

Fall 2018 – Spring 2019

Human-Centered Computing Website

Georgia Institute of Technology

WEBSITE MANAGER

Fall 2017 – Spring 2019

School of Interactive Computing's Prospective Student Visit Week

Georgia Institute of Technology

COORDINATOR

Spring 2016

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
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PRESENTER – University of Utah	<i>April 20, 2020</i> <i>Salt Lake City, UT/Virtual</i>
“Future of Language Research”	
PANELIST – Georgia Institute of Technology - IPaT Thursday Think Tank	<i>February 20, 2020</i> <i>Atlanta, GA</i>
“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”	
PRESENTER – <i>Georgia Tech - Gvu Brown Bag</i>	<i>January 23, 2020</i> <i>Atlanta, GA</i>
“A Model of Uncertainty in Language”	
PRESENTER – University of Pennsylvania - REU Site Meeting	<i>July 18, 2013</i> <i>Philadelphia, PA</i>

SPECIAL CONFERENCE PRESENTATIONS

“Using Storytelling to Understand the Technological and Experiential Requirements of Interactive Improvisational Agents”	
Tapia Doctoral Consortium	<i>September 18, 2019</i> <i>San Diego, CA</i>
+ 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	<i>November 30, 2021</i> <i>Philadelphia, PA/Virtual</i>
“Neurosymbolic Automated Story Generation”	
University of Kentucky - Topics and Artificial Intelligence: Interactive Narrative Seminar	<i>April 30, 2021</i> <i>Lexington, KY/Virtual</i>

Professional Activities – Conference Organization

SUMMARY

2	Organizer	<i>2020 – Present</i>
5	Chair Positions	<i>2018 – Present</i>
21	Program Committee Member/Reviewer	<i>2018 – Present</i>
4	Community-Based Conference Attendee	<i>2013 – Present</i>
32	Total Participation	<i>2013 – Present</i>

ORGANIZER

3rd Workshop on Narrative Understanding at NAACL 2021	<i>June 11, 2021</i> <i>Virtual</i>
First Workshop on Narrative Understanding, Storylines, and Events (NUSE), Co-Located with ACL 2020	<i>July 9, 2020</i> <i>Virtual</i>

CHAIR POSITIONS

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)		<i>October 11-15, 2021</i> <i>Virtual</i>
DOCTORAL CONSORTIUM CHAIR		
International Conference on Natural Language Generation (INLG)		<i>September 20-24, 2021</i> <i>Aberdeen, UK</i>
AREA CHAIR		
AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)		<i>October 19-23, 2020</i> <i>Virtual</i>
PUBLICITY CO-CHAIR		

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

LOCAL ARRANGEMENTS CHAIR

International Conference for Interactive Digital Storytelling (ICIDS)

ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

October 8-12, 2019

*Georgia Institute of Technology,
Atlanta, GA*

December 5-8, 2018

Dublin, Ireland

PROGRAM COMMITTEE MEMBER

Dialogue and Interactive Systems Track – Conference on Empirical Methods in Natural Language Processing (EMNLP)

December 7-11, 2022

Abu Dhabi, UAE

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

SOFTWARE TRACK

October 24-28, 2022

Pomona, CA

ACM Conference on Creativity & Cognition (C&C)

POSTERS TRACK

June 20-23, 2022

Venice, Italy

AAAI Conference on Artificial Intelligence (AAAI)

February 22-March 1, 2022

Virtual

AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

RESEARCH TRACK

October 11-15, 2021

Virtual

Narrative and Interactive Entertainment Short Papers – IEEE Conference on Games (CoG)

August 17-20, 2021

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)

HUMAN FACTORS

November 19-23, 2019

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)

ARTIFACT EVALUATION

November 13-17, 2018

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 - Autonomous Agents and Multi-Agent Systems

ACL ROLLING REVIEW

July 2022

Reviewer

April 2022

Reviewer

January 2022

Reviewer

COMMUNITY-BASED CONFERENCE ATTENDANCE

September 18-21, 2019

April 15-16, 2016

October 2-5, 2013

August 16-17, 2013

ACM Richard Tapia Celebration of Diversity in Computing

CRA-Women Graduate Cohort Workshop

Anita Borg Institute's Grace Hopper Celebration

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

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

MS COMPUTER SCIENCE → AI & DEEP LEARNING ENGINEER AT DECODA

Summer 2018 – Fall 2018

Ethan Tien

BS COMPUTER SCIENCE → CS MS STUDENT AT GEORGIA TECH

Spring 2018

Prithviraj Ammanabrolu

BS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

Pradyumna Tambwekar

MS COMPUTER SCIENCE → CS PHD STUDENT AT GEORGIA TECH

Spring 2017 – Spring 2018

Richa Arora

MS COMPUTER SCIENCE → GOOGLE ANALYTICS

Spring 2017 – Spring 2018

Xinyu “Lily” Wang

MS COMPUTER SCIENCE → MS LANGUAGE TECHNOLOGIES STUDENT AT CARNEGIE MELLON

Spring 2017 – Spring 2018

Nathan Dass

BS COMPUTER SCIENCE → MS STUDENT AT STANFORD UNIVERSITY

Spring 2017 – Fall 2017

Murtaza Dhuliawala

MS COMPUTER SCIENCE → RESEARCH SOFTWARE ENGINEER AT IBM RESEARCH

Spring 2017

Koustuv Saha

PHD COMPUTER SCIENCE

Fall 2016

Yuval Pinter

PHD COMPUTER SCIENCE

Fall 2016

Shruti Singh

MS COMPUTER SCIENCE → SOFTWARE DEVELOPMENT ENGINEER AT AMAZON

Spring 2016 – Fall 2016

Will Hancock

MS COMPUTER SCIENCE → PHD STUDENT AT NORTHWESTERN UNIVERSITY

Spring 2016 – Fall 2016

Media Coverage

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”	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

