# 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, Augmentative Alternative Communication (AAC), Speech Processing, Affective Computing, Conversational Agents, Cognitive Systems*

## 🎓 Education

### Georgia Institute of Technology
*Aug. 2015 - Dec. 2020*

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

## 🏢 Employment

### 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.

## 🖥 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*
+ Created syllabus & lesson plan

**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, 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 internship | *2011, 2017, 2022* |

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

| | | |
|---|---|---|
| ☹ Emotion recognition & affective computing | [8, 17, 20, 21] | *2013-2015* |
| 🔤 Translation & language learning | [7, 16] | *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, 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. 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*. Vol. 32. 1. New Orleans, LA, Apr. 2018. 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. 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/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]  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. 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)**                                      *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* |
| 21 | **Program Committee Member/Reviewer** | *2018 – Present* |
| 4 | **Community-Based Conference Attendee** | *2013 – Present* |
| 32 | **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*
*Aberdeen, UK*
AREA CHAIR

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)** *October 19-23, 2020*
*Virtual*
PUBLICITY CO-CHAIR

**AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)** *October 8-12, 2019*
*Georgia Institute of Technology, Altanta, GA*
LOCAL ARRANGEMENTS CHAIR

**International Conference for Interactive Digital Storytelling (ICIDS)** *December 5-8, 2018*
*Dublin, Ireland*
ASSOCIATE PROGRAM CHAIR – TECHNOLOGIES TRACK

## 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* | **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

**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

| | | |
|---|---|---|
| *Autumn 2021* | **"Lara Martin: "How Can I get a system to tell a story about anything I want?""** <br> Masoud Golsorkhi | *TANK Magazine, Issue 88 (Narrative)* |
| *Mar 15, 2021* | **"Lara Martin on teaching AI to tell stories"** <br> Amy Barrett | *BBC Science Focus Podcast* |
| *Feb 17, 2021* | **"Alexa, tell me a story"** <br> 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"** <br> Will Knight | *Wired* |
| *Feb 4, 2020* | **"Changing the Conversation: Georgia Tech Researchers Provide New Approach to Automated Story Generation"** <br> 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)** <br> Patrycja Świeczkowska | *Zeszyty Maryny (Blog)* |
| *Feb 6, 2019* | **"Pictionary-Playing AI Sketches the Future of Human-Machine Collaborations"** **(mention)** <br> Eliza Strickland | *IEEE Spectrum* |
| *Feb 2, 2018* | **"Georgia Tech Artificial Intelligence Research Includes Collaborative Approaches with Humans, Automating Content, and More"** <br> Joshua Preston | *Georgia Tech GVU Center* |
| *Jul 24, 2017* | **"Improvisational Computational Storytelling in Open Worlds"** <br> Mark Riedl | *Medium* |