

LAURA BETH FULTON

Human-Computer Interaction, Product & Strategy

I create products that are accessible and socially engaging.

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EXPERIENCE

Human Computer Interaction Institute Pittsburgh, PA
RESEARCHER Visualization Group SEPT. 2019 – Present

Leading a team in creating an online computer vision game entailing UX, game design, and analytics research. The result was first authoring ACM CHI paper "Getting Playful with Explainable AI: Games with a Purpose to Improve Human Understanding of AI."

Electronic Arts Inc. (EA) Redwood City, CA
PRODUCT MANAGER Game Creation Experience Team AUG. 2018 – AUG. 2019

Part of an internal team focused on game creation technology for upcoming platforms. Prioritized testing of models, defined metrics for adoption, and engaged EA Studio Directors to focus opportunities. Presented at EA's CTO All Hands.

Apple Inc. Cupertino, CA
ENGINEERING PROGRAM MANAGER INTERN Siri Team MAY 2018 – AUG. 2018

Designed and performed experiments, competitive analyses, and analyzed data with Python, Apache Pig, and Tableau. Created mock-ups, voice-interaction user-flows, and produced data-driven insights. Assisted planning of WWDC18 Speech Labs and gathered developer feedback. Proposed features, presenting to an Apple Sr. Director.

Microsoft Corp. Redmond, WA
MECHANICAL PRODUCT DESIGN INTERN Surface Team MAY 2017 – AUG. 2017

Improved defective part per million (DPPM) by 4% for the now released Surface Slim. Created CAD models, performed simulations to ensure quality, and delivered statistical analyses by working with the Mechanical and Industrial Designers. Visited Shanghai and Hong Kong to assist development of a product build and meet with suppliers.

SOFTWARE ENGR. & PROJECT MNGT. INTERN IoT Team JUNE 2016 – AUG. 2016
Developed support for Touch Input over i2c from a PiTFT Touchscreen (C++) into HID interface for Windows IoT Core running on Raspberry Pi. Led Integration of Touch, Display functionality and created 3D printer demo app. Authored documentation, open sourcing project to Windows IoT community. Won 1st Place at Microsoft Explore Tech Fair.

Johns Hopkins University Baltimore, MD
INVITED RESEARCHER Gray Biocomputing Lab MAY 2016 – JUNE 2016

Conducted research to improve Rosetta Commons software (C++/Python) for canonical antibody prediction. Relevant for drug design and identifying onset of genetic mutation.

University of Pennsylvania Philadelphia, PA
NSF SUMMER RESEARCH SCHOLAR Drndić Physics Lab JUNE 2015 – AUG. 2015

Advanced nanophysics research on nanopore material relevant to DNA sequencing and encoding of information. Contributed to published work in ACS Nano and APS Journals.

EDUCATION

Carnegie Mellon University Pittsburgh, PA
Master of Human-Computer Interaction JULY 2020

Core Courses: Interaction Design Studio I & II, User-Centered Research, Programmable User Interfaces, Sustainable Futures, Conversation Theories & Models, Social Web, Capstone

Activities: Bagpiper w/ CMU Pipes & Drums, Women@SCS Member

University of Pittsburgh Pittsburgh, PA
Bachelor of Science, Mechanical Engineering APRIL 2018

Honors: Academic & Honors College Scholar, Grad. Cum Laude

Activities: Undergraduate TA, Bagpiper w/ CMU Pipes & Drums, Member: IEEE, SWE, Symphony Orchestra, Phi Sigma Rho

SELECT PROJECTS

Stanford Hackathon Winner, "Lucid Drums" VR 2020
Designed Oculus Quest game with hand-tracking and automatic beat recognition to improve coordination through rhythm for childhood development and patient recovery. Team won grand prize for "Most Creative Hack" out of 197 projects.

Hack4Good Winner, Microsoft Global Hackathon 2017
Prototyped a \$25, 3D printed prosthesis for local child as part of Microsoft //Oneweek hackathon and published DIY guide.

IoT AI to Help Kids with Autism 2016
Used facial recognition to detect emotion by leading a team to help therapists coach children with autism.

Pos-Chair IoT Hack 2016
Built an IoT seat cover that graphically helps user see real-time posture with an iOS app. Won Best Cloud Mobile App.

LEADERSHIP

She Innovates Co-Founder and Chair 2015 - 2018
Pittsburgh's first all-women's hackathon.

Teaching Assistant, Univ. of Pittsburgh 2017 - 2018
Assisted students. Designed 'Drone Lab' with automatic controls knowledge for Adv. Mechanical Measurement Course.

Microsoft YouthSpark Ambassador 2015 - 2017
Hosted programs in Pittsburgh to encourage kids to try coding.

Girl Scout Gold Awardee 2014
For "Science for Success" project sharing STEM with girls.