

Sheila Tejada

February 2016

Education

Ph. D. Computer Science August 2002

University of Southern California (USC), Los Angeles, CA

Concentration in Artificial Intelligence

Dissertation: Learning High Accuracy Rules for Object Identification

Advisor: Craig A. Knoblock

Committee: George Bekey, Kevin Knight, Steven Minton, and Daniel O'leary

M.S. Computer Science May 1998

University of Southern California (USC), Los Angeles, CA

Concentration in Artificial Intelligence

B.S. Computer Science December 1993

University of California, Los Angeles (UCLA), CA

Concentration in Artificial Intelligence

Research Interests

Artificial Intelligence: machine learning, intelligent agents, virtual environments, game programming

Robotics: human-robot teams, AI robotics education, multi-agent teamwork, mixed-reality applications

Databases: data mining, data cleansing, information integration, data fusion

Research Positions

Senior Lecturer and Research Project Director,

1/2012-present

Computer Science Department, University of Southern California, CA.

Serve as the coordinator for undergraduate research and as the principle investigator for the Google Research Award "Social Information Processing for Mixed-Reality Robotics."

Senior Research Scientist and Research Project Director,

4/2010-1/2012

Serve as the principle investigator for the National Science Foundation EAGER grant, "Trust and Collaboration in 3D Virtual Communities" (\$300k) on data mining for online games and social computing.

Multimedia Computing Director, Visiting Associate Professor,

9/2007- 4/2010

Computer and Information Science Department, CUNY Brooklyn College, NY.

Served as principal investigator for National Science Foundation grant from the Creative IT program "Mixed-Reality Without Tears: Tools to Support Creativity in Mixed-Reality Applications." (\$200k).

Visiting Assistant Professor

Tulane University, Electrical Engineering and Computer Science Department

8/2005-9/2007

Hurricane Katrina disrupted many social networks in New Orleans. Companies, schools, and families were geographically separated after the storm, and they needed to rediscover the locations of their members. A vast amount of new data sources, generated on the web by disaster relief organizations, news outlets, employers, and hurricane survivors, aided those affected by the storm in this task. I investigated methods to track the geographical movements of social networks using the variety of information sources available on the web. The first step required quickly harvesting these Katrina-related blogs/forums, survivor databases and websites.

Visiting Scientist , Intelligent Systems Division, USC/Information Sciences Institute	9/2005-12/2005
Assistant Professor, University of New Orleans, Computer Science Department Director , Intelligent Systems Laboratory and Team Robotics Laboratory Main research focus is on human-agent collaboration, where an agent can be virtual, like a character in a video game or an information agent searching the Internet, as well as physical agents, such as robots or mobile phones. To address the issues involved in human-agent collaboration I have developed machine learning and Artificial Intelligence techniques, and applied them to several application areas: information integration, robotic artwork, and intelligent tutoring.	8/2002-8/2005
NASA/Jet Propulsion Laboratory Summer Faculty NFFP NASA Summer Fellowship 2004 Collaborator: Dr Ayanna Howard, Telerobotics Research and Applications Laboratory NASA/Jet Propulsion Laboratory, Pasadena, California	6-8/2004
Project Founder/Advisor for Gamebots: Test-Bed for Multi-Agent Research, Intelligent Systems Division, USC/Information Sciences Institute Gamebots project extends commercial multi-player computer games, e.g. Unreal Tournament, to provide virtual environments for Artificial Intelligence research, such as multi-agent teamwork	1/00-present
Member of Technical Team for Ariadne Information Mediator Project Intelligent Systems Division, USC/Information Sciences Institute Researched and developed methods to handle the problem of object identification for information integration. I created an object identification system called Active Atlas, which can identify the same data objects that can exist in inconsistent text formats across multiple information sources. Active Atlas employs a combination of information retrieval and active machine learning techniques in order to simultaneously learn to tailor a set of object identification rules and general string transformations to a specific application domain.	9/94- 8/2002
Software Lead for Dream Team: Autonomous Soccer Robot Project Intelligent Systems Division, USC/Information Sciences Institute Responsible for development of team robot strategies, behaviors and vision software for a team of five autonomous soccer-playing robots	12/96-1/99
Software Lead for YODA Robot Project Intelligent Systems Division, USC/Information Sciences Institute Responsible for navigation planning and designing/testing robot behaviors for the task of office navigation	1/96-12/96
Research Intern NASA Ames Research Center, Mountain View, CA Researched data mining techniques for learning models of large amounts of airport data	6/96-9/96
Research Assistant Queen's University of Belfast, Northern Ireland UK Experimented with modeling chaotic behavior using various neural network techniques	6/94-9/94
Research Assistant Lawrence Livermore National Laboratory, Livermore, CA	1/94-6/94

Investigated genetic algorithms for optimization using the parallel functional language SISAL

Undergraduate Research Assistant 1/93-6/93

Computer Science Department, University of California, Los Angeles (UCLA)

Participated in a joint computer science and cognitive psychology project concerning analogical memory retrieval with advisors Professor Michael Dyer and Professor Keith Holyoak

Undergraduate Research Assistant 1/93-6/93

Computer Science Department, University of California, Los Angeles (UCLA)

Constructed a program to solve logic word problems using constraint satisfaction techniques for an independent study with advisor Professor Richard Korf

Professional Experience

Software Consultant 6/91-12/93

Xerox Corporation, El Segundo, CA

Designed the graphical interface for a simulation model of high volume printer and handled the system administration of the department Sun workstations

Programmer 6/90-9/90

International Business Machines Corporation, Austin TX

Created programs to test the TCP/IP aspect of the RISC System 6000 workstations

Grants and Proposals

PI: Sheila Tejada. USC Viterbi DEE travel grant 2015 to present workshop “Fun with Machine Learning” at the Grace Hopper Celebration, October 2015, in Houston.

PI: Sheila Tejada. USC CS Dept internal summer 2015 funding for research on automating grading of exams using computer vision.

PI: Sheila Tejada. USC WISE Supplemental Faculty Support for the 2012-2014, \$5000.

PI: Sheila Tejada. USC Undergraduate Research Associates Program (URAP), summer 2013 funding for undergraduate researchers \$6000 to supplement work on NSF:IIS:EAGER: “Trust and Collaboration in 3D Virtual Communities.”

PI: Sheila Tejada. Transforming CS Introductory Courses with Personal Robots. USC Viterbi School of Engineering New Initiative, \$65,000, 2012.

PI: Sheila Tejada. (in collaboration with Professor Leana Golubchik) CSavvy: USC Workshop on the CS Educational Pipeline for Women & Girls in LA. USC Viterbi School of Engineering Research Innovation Fund Spring 2012 Award \$15,000.

PI: Sheila Tejada. USC Undergraduate Research Associates Program (URAP), summer 2012 funding for undergraduate researchers \$6000 to supplement work on Google Research Award: “Social Information Processing for Mixed-Reality Applications.”

PI: Sheila Tejada. (in collaboration with Professor Ken Perlin) Google Research Award: “Social Information Processing for Mixed-Reality Applications.” \$55,000, 2011-2014.

PI: Sheila Tejada. (in collaboration with Professor Ken Perlin and Professor Bruce Homer) NSF:IIS:EAGER: "Trust and Collaboration in 3D Virtual Communities." \$295,000, 2011-13.

REU Supplement for NSF: CreativeIT: "Mixed-Reality Without Tears: Tools to Support Creativity in Mixed-Reality Applications." (\$12500), Summer 2009.

PI: Sheila Tejada. Apple University Developer Program for the iPhone or iPod Touch, 200 free developers licenses (\$20k).

PI: Sheila Tejada (in collaboration with Professor S. Parsons and Professor J. Janone) NSF: Creative IT: "Mixed reality without tears: Tools to support creativity in mixed-reality applications", \$199,561. September 2008 -- April 2011.

PI:Sheila Tejada, "SGER: *WebTrack - Learning Geographical Movements of Social Networks through the Web*", NSF CISE/Intelligent Information Systems Program, \$94,227, Start Date:4/1/2006-10/2007.

PI:Sheila Tejada, "*Collaborative Human-Robot Teams for Space Robotics*", Louisiana Board of Regents NASA EPSCoR program for Developing Aerospace Research & Technology (DART), \$34,903, Start Date: 6/1/2005-2006.

PI:Sheila Tejada, "*Mixed-Autonomy Urban Search and Rescue Robotic Teams*", Louisiana Board of Regents Research Competitiveness grant for Young Investigators \$124,796, Start Date: 6/1/2005-2008

PI: Sheila Tejada, "*Collaborative Human-Robot Interface for Space Robotics*", Louisiana Board of Regents NASA EPSCoR program for Developing Aerospace Research & Technology (DART), \$34,800, Start Date: 5/15/2004-2005

National Institute for Standard and Technologies (NIST) Urban Search and Rescue Testbed, \$20,000, April 2004.

NASA EPSCoR program for Educational Outreach "RobocupJunior for New Orleans High School Students" April 2004 \$3,000

Army Corps of Engineers, Vicksburg, "*Initial consulting on base office security for the Army Corps of Engineers*" April 2004 MS \$2,450

DARPA project on *WideLink (A Bootstrapping Approach to Identifying, Modeling, and Linking On-line Data Sources)*. Principle Investigator: Craig Knoblock, \$1,485,000. I contributed to the technical portion of the proposal, 2001.

Co-Principle Investigator for University of Southern California/Information Sciences Institute project on *Gamebots: Test-Bed for Multi-Agent Research*, \$5000, 2000.

American Association for University Women (AAUW) Community Action Grant for project *Charging New Minds: Robot Demonstrations for Girls*, \$6000, 1999.

Marlborough School for Girls Grant for the project *Charging New Minds: Robot Demonstrations for Girls*, \$2000, 1999.

Publications

Journals

Sheila Tejada and Paul Rybski. *The 2005 Mobile Robot Competition and Exhibition*. In *AI Magazine*, 27(2):Summer 2006.

Zach Dodds, Lloyd Greenwald, Ayanna Howard, Sheila Tejada, Jerry Weinberg, *Components, Curriculum, and Community: Robots and Robotics in Undergraduate AI Education*. In *AI Magazine* 27(1):Spring 2006.

William D. Smart, Sheila Tejada, Bruce Maxwell, Ashley Stroupe, Jennifer Casper, Adam Jacoff, Holly Yanco, and Magda Bugajska, *The 2004 Mobile Robot Competition and Exhibition*. In *AI Magazine* 26(2): Summer 2005, 25–35.

Sheila Tejada, Craig A. Knoblock, and Steven Minton. Learning Object Identification Rules for Information Integration. *Information Systems Journal, Special Issue on Data Extraction, Cleaning, and Reconciliation*, December 2001.

Craig A. Knoblock, Steven Minton, Jose Luis Ambite, Naveen Ashish, Ion Muslea, Andrew G. Philpot, and Sheila Tejada. The ARIADNE Approach to Web-based Information Integration. *Intelligent Information Agents: Theory and Applications, the International Journal on Cooperative Information Systems*, IJCIS 10(1-2): 145-169, 2001.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Bonghan Cho, Hadi Moradi, Behnam Salemi, and Sheila Tejada. Toward Integrated Soccer Robots. In *AI Magazine*, Fall 1998.

Wei-Min Shen, Jafar Adibi, Bonghan Cho, Gal Kaminka, Jihie Kim, Behnam Salemi, and Sheila Tejada, “YODA, The Young Observant Discovery Agent.” In *AI Magazine*, Spring 1997.

Conferences

Sheila Tejada. “*Robot RockStars: Supporting Creativity in Mixed-Reality Applications*.” In the Proceedings of ACM Siggraph Conference (poster), New Orleans, August 2009.

Sheila Tejada. “*Creating at Toolkit for Mixed-Reality Robotics*.” In the Proceedings of the International Joint Conference on Artificial Intelligence IJCAI-09 (abstract), Pasadena, California, USA, July 12, 2009.

Sheila Tejada. *Kinesthetic Robot Interfaces for Educational Games*. In the Proceedings of ACM Siggraph Conference (Poster), Los Angeles, August 2008.

Sheila Tejada, Shahrukh Tarapore, Andrew Cristina, Priscilla Goodwyne, and Ryan O.Hara. Mixed-Initiative Interface for Human, Robot, Agent Collaboration in Urban Search and Rescue Teams. *Proceedings of the World Automation Congress, Seville, Spain, June 2004*.

Eric Normand and Sheila Tejada. Virtual Synergy: An Interface for Human-Robot Interaction (*Poster*) In *the Proceedings of IJCAI-2003, Acapulco, Mexico 2003*.

Sheila Tejada, Craig A. Knoblock, and Steven Minton. Learning String Transformations for Object Identification. *The Eighth International Conference on Knowledge Discovery and Data mining*, Edmonton, Alberta, Canada, 2002.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Jay Modi, Hadi Moradi, Behnam Salemi, Sheila Tejada: DREAMTEAM 99: Team Description Paper. In *Proceedings of RoboCup-99*, Stockholm, Sweden, 1999.

Sheila Tejada, Craig A. Knoblock, and Steven Minton: Learning to Handle Inconsistency for Multi-Source Integration. In *Proceedings of the Sixteenth National Conference on Artificial (Abstract)*, Orlando, Florida, 1999.

Craig A. Knoblock, Steven Minton, Jose Luis Ambite, Naveen Ashish, Pragnesh Jay Modi, Ion Muslea, Andrew G. Philpot, and Sheila Tejada. Modeling Web Sources for Information Integration. In *Proceedings of the Fifteenth National Conference on Artificial Intelligence*, Madison, WI, 1998.

Sheila Tejada, Craig A. Knoblock, and Steven Minton: Handling Inconsistency for Multi-Source Integration. In *Proceedings of the Fifteenth National Conference on Artificial Intelligence (Abstract)*, Madison, WI, 1998.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Jay Modi, Hadi Moradi, Behnam Salemi, and Sheila Tejada. A Integrated Soccer Robot Team. In *Proceedings of the International Conference on Multiple Agent Systems*, Paris, France, 1998.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Jay Modi, Hadi Moradi, Behnam Salemi, and Sheila Tejada. Building Integrated Mobile Robots for Soccer Competition. In *Proceedings of International Conference on Robotics and Automation*, Leuven, Belgium, 1998.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Bonghan Cho, Hadi Moradi, Behnam Salemi, and Sheila Tejada. Totally Autonomous Agents. In *Proceedings of Robocup-98*, Paris, France, 1998.

Jose-Luis Ambite, Naveen Ashish, Craig A. Knoblock, Steven Minton, Pragnesh J. Modi, Ion Muslea, Andrew Philpot, and Sheila Tejada. Ariadne: A System for Constructing Mediators for Internet Sources. In *Proceedings of the ACM SIGMOD International Conference on Management of Data (System Demonstration)*, Seattle, WA, 1998.

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Bonghan Cho, Ali Erdem, Hadi Moradi, Behnam Salemi, and Sheila Tejada. Autonomous Soccer Robots. In *Proceedings of RoboCup-97*, Nagoya, Japan, 1997.

Sheila Tejada, Craig A. Knoblock, and Steven Minton. Learning Models for Multi-Source Integration. In *Proceedings of the Thirteenth National Conference on Artificial Intelligence (Abstract)*, Portland, Oregon, 1996.

Wei-Min Shen, Jafar Adibi, Bonghan Cho, Gal Kaminka, Jihie Kim, Behnam Salemi, and Sheila Tejada. YODA: The Young Observant Discovery Agent. In *Proceedings of the Thirteenth National Conference on Artificial Intelligence (Robot Abstract)*, Portland, Oregon, 1996.

Book Chapters

Wei-Min Shen, Jafar Adibi, Rogelio Adobbati, Bonghan Cho, Hadi Moradi, Behnam Salemi, and Sheila Tejada. Autonomous Soccer Robots. *RoboCup'97*, Lecture Notes in Computer Science, Springer-Verlag, 1998.

Workshops and Symposiums

Connor Kerns and Kyle Wong, (Advisor: Dr. Sheila Tejada).
“Strengthening Computer Science Education with Scribbler Robots”

SIGCSE 2014 SRC Undergraduate Student Research Abstracts, Atlanta, Georgia, 2014.
<https://csavvyedu.appspot.com>

Sheila Tejada, Alexei Phillips, Gregory Benson, Christopher Robles, Ania Rawska, Boris Prymost. "Creating a Toolkit for Mixed-Reality Robotics." In the Proceedings of IJCAI-09 Robotics Exhibition Workshop, the International Joint Conference on Artificial Intelligence (IJCAI-09) Pasadena, California, July 12, 2009.

Sheila Tejada. AI, AIBO and ART: Inspiring Interaction with Computer Science. AAAI Spring Symposium on Using AI to motivate greater participation in Computer Science, Stanford, CA 2008.

Simon Parsons, Elizabeth Sklar, Samir Chopra, Richard Jansen, Ira Rudowsky, Sheila Tejada, Using AI to Motivate Greater Participation in Computer Science, Proceedings of AAAI Spring Symposium (<http://ai.stanford.edu/~sahami/SSS08/>) Stanford, CA 2008.

Sheila Tejada, Neil Traft, Malcolm Hutson, Harold Bufford, Matthew Dooner, Joshua Hanson, Anthony Radler, George Mauer. Educational Robots: Three Models for the Research of Learning Theories and Human-Robot Interaction. Proceedings of the AAAI2006 Robotics workshop, July 2006, Boston.

Sheila Tejada, Naaila Haque, and Syed Sami. Planning Robots for AI Education. *In the Proceedings of the AAAI 2005 Robot Competition, Pittsburgh, PA July 2005.*

Sheila Tejada. Towards Mixed-Autonomy Urban Search and Rescue Robot Teams. *In the Proceedings of the AAAI 2004 Robot Competition, San Jose, July 2004.*

Sheila Tejada, Wendy Chisholm, Adam Gay, Kris Jarvenpaa, Jeric Jones, Thang Le, Dustin St.Romaine, Zoe Williams. AiBee: Multi-media Interactive Robot. *In the Proceedings of the AAAI 2004 Robot Competition, San Jose, CA July 2004.*

Sheila Tejada, Andrew Cristina, Ryan O.Hara, and Shahrukh Tarapore. Using Virtual Synergy for Artificial Intelligence and Robotics Education. *AAAI Spring Symposium on Accessible Hands-on Artificial Intelligence and Robotics Education, Stanford, CA, March 2004.*

Sheila Tejada, Andrew Cristina, Priscilla Goodwyne, Eric Normand, Ryan O'Hara, and Shahrukh Tarapore Virtual Synergy: A Human-Robot Interface for Urban Search and Rescue. *In the Proceedings of the AAAI 2003 Robot Competition, Acapulco, Mexico 2003.*

Sheila Tejada, Eric Normand, and Seema Sharma. Virtual Synergy: An Interface for Human-Robot-Agent Interaction. *(short paper) In the Proceedings of the Autonomous Agents and Multiple Agent Systems Melbourne Australia, 2003.*

Sheila Tejada and Eric Normand. Interface for Monitoring and Interacting with Multi-Terrain Robot Teams. *AAAI Spring Symposium on Human Interaction with Autonomous Systems in Complex Environments, Stanford, CA, 2003.*

Rogelio Adobbati, Andrew N. Marshall, Andrew Scholer, Sheila Tejada, Gal Kaminka, Steven Schaffer, Chris Sollitto. Gamebots: A 3D Virtual World Test-Bed for Multi-Agent Research. In *Proceedings of the International Conference on Autonomous Agents (Agents-2001) Workshop on Infrastructure for Agents, MAS, and Scalable MAS, Montreal, Canada, 2001.*

Sheila Tejada, Craig A. Knoblock, and Steven Minton. Handling Inconsistency for Multi-Source Integration. In *Proceedings of the AAAI-98 Workshop on AI and Information Integration (poster session)*, Madison, WI, 1998.

Gal A. Kaminka, Jafar Adibi, Rogelio Adobbati, Yaser Al-Onazian, Ali Erdem, Stacy C. Marsella, Jay Modi, Hadi Moradi, Behnam Salemi, Wei-Min Shen, Sheila Tejada, Milind Tambe and Hiroaki Kitano. From Robotic and Virtual Soccer to Space Exploration Missions. In *Proceedings of the First NASA/ Jet Propulsion Laboratory Workshop on Biomorphic Explorers for Future Missions*, La Canada, CA 1998.

Sheila Tejada, Craig A. Knoblock, and Steven Minton. Learning Models for Multi-Source Integration. In *Proceedings of AAAI Spring Symposium on Machine Learning in Information Access*, Stanford, CA, 1996.

Video

“Inspiring Interaction with Computer Science”, Sheila Tejada. AAAI Video Competition, Seattle, WA 2013 (18 out of 29 videos accepted). http://www.aaavideos.org/2013/28_inspiring_interaction_wCS/

USC Robotics Open House.

The CS freshmen demoed their scribbler robots to the public that attended. Here is a video of the event: <http://m.youtube.com/watch?v=Bj3tEOMTvY8>

Periodicals

Gal Kaminka, Steven Schaffer, Chris Sollitto, Rogelio Adobbati, Andrew N. Marshall, Andrew Scholer, and Sheila Tejada. Gamebots: A flexible multi-agent research test-bed for teams. In *Communications of the ACM*. January 2002.

Technical Reports

Jose-Luis Ambite, Yigal Arens, Naveen Ashish, Chin Y. Chee, Chun-Nan Hsu, Craig A. Knoblock, Wei-min Shen and Sheila Tejada. The SIMS Manual: Version 1.0. Technical Report ISI/TM-95-428, University of Southern California, Information Sciences Institute, 1995.

Honors and Awards

Special Technical Award for Mixed-Reality Robotics at the IJCAI/AAAI Robot Competition, July 2009.

Speaker for U.S. State Department Speaker program at the First Science Festival in Belgrade, Serbia December 2007.

Technical Award for Use of Psychology with Human-Robot Education Projects at the AAAI Robot Competition, July 2006, Boston MA.

Audience Participation Award for AiBee Interactive Robotics Project at the AAAI Robot Competition, July 2004, San Jose, CA

Technical Award for Inspired Interfaces at the AAAI/International Joint Conference on Artificial Intelligence Robot Competition August 2003, Acapulco Mexico

University of Southern California/Information Sciences Institute Meritorious Service Award for improving the quality of life for the ISI graduate student community, 2000.

University of Southern California/Information Sciences Institute Meritorious Service Award for outstanding contributions to the ISI robots in international competitions, 1997.

Dream Team robot project: World Champion prize in the RoboCup-97 robot soccer competition in Nagoya, Japan, 1997.

YODA robot project: Second Place award AAAI-96 Robot Competition for Indoor Navigation, Portland, Oregon, 1996.

Teradata Corporation Alpha program award, 1990.

First Interstate Bank Scholarship, 1989.

Media Coverage

Robot Dog Art project September 2008

http://www.nydailynews.com/lifestyle/2008/09/27/2008-09-27_furry_friends_of_world_animal_day.html

U.S. State Department Speaker program at the First Science Festival in Belgrade, Serbia December 2007

<http://2001-2009.state.gov/p/eur/rls/newsletter/99812.htm>

Dave McNamara / WWL-TV News Reporter, “Special Report: The Price of Privacy” November 2004

Digital Gumbo on the Eyewitness Morning News, WWL Channel 4 “RoboCup U.S. Open 2004: An Artificial Intelligence 'Grand Challenge' at UNO” April 2004

<http://www.wwltv.com/gumbo/content.html?20040401RoboCup.htm>

University of Southern California Chronicle, “They Came, They Scanned and They Conquered” by Eric Mankin, 1997.

CNN news segment on RoboCup97 International Robot Soccer Competition, Nagoya, Japan, August 1997.

Los Angeles Times article, “Playing for RoboKeeps” by Joe Mozingo, August 18, 1997.

PBS Scientific American Frontiers with Alan Alda, “Robots Alive!” 1996.

Academic Service

Academic Community Leader for Anita Borg Institute, Los Angeles Chapter ABI.LA

Reviewer for NCWIT Aspirations in Computing Awards, December 2015.

Reviewer and Program committee for Educational Advances of Artificial Intelligence Symposium (EAAI16), Phoenix, February 2016.

Provided support and guidance for undergraduate and graduate students, and student organizations (SWE, Robogals, WIC, ACM, Society of Hispanic Professional Engineers, Girls in Tech, NCWIT, Anita Borg Institute, WISE, JEP),

Participated in local events and consulted with local schools and organizations about creating more STEM opportunities, such as: A Place Called Home, LA Botball Tournament, STEM in LA Educator, LA Fund, Trash4Teaching, Code.org

National Science Foundation CISE Proposal Review Panel
April 2011, Washington DC

National Science Foundation CISE Proposal Review Panel
September 2010, Washington DC

National Science Foundation CISE Proposal Review Panel
September 2009, Washington DC

National Science Foundation CISE Proposal Review Panel
April 2009, Washington DC

National Science Foundation CISE Proposal Review Panel
November 2007, Washington DC

Guest Editor of Special Issue of AI Magazine on Robots in Artificial Intelligence Education 2005

Chair of AAAI Robot Competition and Exhibition 2005
July 9-13, 2005 Pittsburgh, PA

National Science Foundation CISE Proposal Review Panel
June 2005, Washington DC

Co-chair of AAAI Spring Symposium:
Accessible Hands-on Artificial Intelligence and Robotics Education
March 22-24, 2004 Stanford, CA

Chair of RoboCup American Open 2004
April 24-27, 2004 University of New Orleans, LA

Co-chair of AAAI Robot Competition and Exhibition 2004
July 25-29, 2004 San Jose, CA

Advisor for the University of New Orleans Robotics Team Founded January 2003

National Science Foundation CISE Proposal Review Panel
March 2003, Washington DC

Co-chair of the ACM Knowledge, Discovery and Data Mining Workshop on Data Cleaning, Record Linkage, and Object Consolidation
August 2003, Washington DC

Member of the International Joint Conference on Artificial Intelligence
Doctoral Consortium program committee
August 2003, Acapulco Mexico

Member of the International Joint Conference on Artificial Intelligence
Workshop on Information Integration on the Web program committee
August 2003, Acapulco Mexico

Member of American Association of Artificial Intelligence

Presentations and Demonstrations

Organized and presented CS ED week event with Microsoft for local high school students, December 2015.

Organized and presented joint Code.org and CSavvy.org workshop for LAUSD teachers, September 2015.

Organized and presented the opening event for Anita Borg Local Los Angeles Chapter October 2015, at Google LA.

Speaker for She.Codes panel <# include Women in CS> at Pasadena City College, November 2015.

Organized robot demonstrations during the USC Viterbi STEM spotlight for the CS department, November 2015.

Organized robot demonstrations with USC JEP for local schools, November 2015.

Organized and presented workshop “Fun with Machine Learning” together with Microsoft at the Grace Hopper Celebration, October 2015, in Houston.

Speaker for 89.3 KPCC Family Forum panel: “Why we code: Women in tech on their passion for computer science and programming”, Pasadena, September 2015.

Organized screening of documentary CODE: Debugging the Gender Gap at USC with film producer Robin Hauser Reynolds, May 2015.

Organized robot demonstrations during the USC Robotics Open House in April 2013-15 to over 2000 visitors and students.

Judge for the SHPE & Navy SeaPerch underwater robot competition, March 21, 2015.

Keynote Speaker Presentation and robot demonstration at the Women in Science, Technology, Engineering, Art, and Math (STEAM) student conference at Mirman School Los Angeles, CA March 2013.

Presentation at the IJCAI/AAAI Robot Competition workshop Pasadena, CA July 2009

Presentation of CreativeIT toolkit at Games for Learning Institute New York University, NY May 2009

Presentation of CreativeIT toolkit at Scratch day for educators and youth Teachers College, Columbia University, NY May 2009

Invited Talk at the Future of Robotics in Education, Pre-SiGCSE Symposium, Chattanooga, TN March 2009

Presentation of Mixed-reality application toolkit at National Science Foundation CreativeIT PI meeting
Washington DC January 2009

Human-Robot Interaction exhibition hosted by the Brooklyn Children's Museum
Brooklyn, NY December 2008

Human-Robot Interaction exhibition hosted by the New Orleans Children's Museum
New Orleans, LA September 2006

Presentation at the AAAI Robot Competition workshop
August 2006, Boston, MA

Presentation at the AAAI Robot Competition workshop
July 2005, Pittsburgh, PA

Art for Art's Sake
Robot exhibition hosted by the New Orleans Children's Museum
New Orleans, LA October 2004

White Linen Night
AiBee robot exhibition hosted by the Ogden Museum of Southern Art
New Orleans, LA August 2004

Presentation at the AAAI Robot Competition workshop,
July 2004, San Jose CA

Presentation at the AAAI Spring Symposium on
Accessible Hands-on Artificial Intelligence and Robotics Education,
March 2004, Stanford CAPresentation at the AAAI Robot Competition workshop
August 2003, Acapulco Mexico

Presentation at the International Joint Conference on Artificial Intelligence
August 2003, Acapulco Mexico

Panelist for "Women and Technology: Dispelling the Myths"
National Women's Studies Association 24th Annual Conference
June 19-22, 2003, New Orleans, LA

Demonstration for the First American Robocup Open
Carnegie Mellon University May 2003

Demonstration for Dr. Junku Yu and Dr. Rita Roderiguez at National Science Foundation
April 2003, Washington DC

Demonstration at National Institute for Standards and Technology (NIST)
April 2003, Washington DC

Presentation at the AAAI Spring Symposium
Human Interaction with Autonomous Systems in Complex Environment
March 2003, Stanford CA

Personal Background

Birthplace: Los Angeles, CA

Citizenship: U.S.

Courses Developed

Graduate Courses:

Intelligent Agents and Multi-agent Systems

Advanced Artificial Intelligence

Undergraduate Courses:

Introduction to Robotics

Introduction to Artificial Intelligence

Human-Robot Interaction

Robot Teams

Game Programming

Game Design

Courses Taught

Graduate Courses:

Intelligent Agents and Multi-agent Systems

Advanced Artificial Intelligence

Artificial Intelligence

Undergraduate Courses:

Introduction to Computer Science

Introduction to Computer Science 2

Programming Languages

Introduction to Robotics

Introduction to Artificial Intelligence

Human-Robot Interaction

Robot Teams

Game Programming

Game Design

Data Structures

Research Students

Graduate Students:

Brandi Gilds

Naaila Haque

Forrest Marie

Syed Sami

Dennis Bautsch

William Rosa

Undergraduate Students:

Connor Kerns

Kyle Wong

Eric Kapitaniski
Francesca Nannizzi
Michael Borke
Lizz Brooks
Irina Tyshkevich
Mirza Sikander
Kate Glazko
Priscilla Goodwyne (2003). Honors Thesis: "Humans, Robots, and Agents Collaborating for Urban Search and Rescue."
Shahrukh Tarapore(2004). Phd Student, University of Virginia.
Ryan O'hara
Andrew Cristina(2005).
Thomas Tickle(2004). MS student, UNO.
Kris Jarvenpaa
Jason Siegfried
Jeric Jones
Thang Le(2005).
Tom Bayhi
Brian Roux
Dustin St.Romain
Zoe Williams
Adam Gay

References

Dr. Craig A. Knoblock knoblock@isi.edu
USC/Information Sciences Institute

Dr. Kevin Knight knight@isi.edu
USC/Information Sciences Institute

Prof. Robin Murphy murphy@cs.tamu.edu
Department of Computer Science and Engineering, Texas A&M University

Prof. Kenneth Perlin perlin@mrl.nyu.edu, (ken.perlin@gmail.com)
Computer Science Department, School of Computer Science, New York University

Prof. William Smart bill.smart@oregonstate.edu
Computer Science Department, Oregon State University