April Grow

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Objective: To obtain a summer internship exploring behavior-tree-based character AI.

Education

PhD – Computer Science   Anticipated June 2016
University of California, Santa Cruz, California

Bachelor of Science – Computer Game Design (*summa cum laude*)   June 2011
University of California, Santa Cruz, California
Senior Project: *Pattern*, an instructional crochet game built in XNA

Skills

Programming Languages: Javascript, Processing, AS3, HTML5, C#, Java
Software: Adobe Flash Builder, Flash Develop, Visual Studio, Eclipse, GIT, SVN
Design Skills: Adobe Illustrator, Adobe Photoshop, Blender

Experience

Authoring Tool and Behavior Author, *IMMERSE* Research Project   Sept 2013 – Present
- Design Mock-Up of behavior authoring visualization completed
- Requirements Analysis performed and accepted into FDG 2014

Game Designer, *Stellar* Nucleosynthesis Game   June 2013 – Present
- 2-person collaboration with Kate Compton
- Planned *Intel*-sponsored showcase at GDC 2014
- Pending *Santa Cruz Sentinel* article

Character Behavior Author, *IMMERSE* Research Project   Sept 2012 – June 2013
- Multi-institution collaboration, DARPA research grant for soldier cultural training
- Authoring Behavior Trees of Embodied Interactive Virtual Agents

Teaching Assistant, *COSMOS*   Summer 2011 and 2012
- Taught high school students fundamental programming and game design concepts

Game Designer & Author, Various Research Projects   Jan 2011 – Sept 2012
- SpyFeet, Heart of Shadows, Character Creator
- Combining current Natural Language Generation systems with narrative research

Game Designer, *Pattern* Crochet Game (Senior Thesis Project)   Sept 2010 – June 2011
- Led 6-person team's game design, programming, and art
- Won "Visual Art" award at the 2011 Sammy Awards competition.

Visit http://users.soe.ucsc.edu/~agrow for more projects, details, and demos.

Awards and Honors

University Honor, Crown College Honors, University of Santa Cruz, June 2011
The Baskin Scholars Award, University of Santa Cruz, June 2011
The David S. Lee Scholarship, University of Santa Cruz, June 2011

Peer-Reviewed Conference Publications

1. **A. Grow**, S. Gaudl, P. Gomes, M. Mateas, N. Wardrip-Fruin. "A Methodology for Requirements Analysis of AI Architecture Authoring Tools," to be presented at *Foundations of Digital Games*, 2014.
2. D. Shapiro, J. McCoy, **A. Grow**, B. Samuel, S. Andrew, S. Reid, T. Mike, and M. Mateas. "Creating Playable Social Experiences through Whole-Body Interaction with Virtual Characters." In *Ninth Artificial Intelligence and Interactive Digital Entertainment Conference*. 2013.
3. J. Osborn, **A. Grow**, and M. Mateas. "Modular Computational Critics for Games." *Ninth Artificial Intelligence and Interactive Digital Entertainment Conference*. 2013.
4. A. Sullivan, **A. Grow**, T. Chirrick, M. Stokols, N. Wardrip-Fruin, M. Mateas, "Extending CRPGs as an Interactive Storytelling Form," *The Fourth International Conference on Interactive Storytelling*, November 28 – December 1, Vancouver, Canada, 2011.
5. A. Reed, B. Samuel, A. Sullivan, R. Grant, **A. Grow**, J. Lazaro, J. Mahal, S. Kurniawan, M. Walker, and N. Wardrip-Fruin, "A Step Towards the Future of Role-Playing Games: The SpyFeet Mobile RPG Project," *Association for the Advancement of Artificial Intelligence*, 2011.
6. A. Reed, B. Samuel, A. Sullivan, R. Grant, **A. Grow**, J. Lazaro, J. Mahal, S. Kurniawan, M. Walker, and N. Wardrip-Fruin, "SpyFeet: An Exercise RPG," *Foundations of Digital Games*, June 29 - July 1, Bordeaux, France. 2011.