

SHEROL CHEN

OBJECTIVE

I am looking for a summer internship in order to gain experience in producing commercial quality games. I have specific interests in Artificial Intelligence and storytelling in games.

SUMMARY OF QUALIFICATIONS

- Extensive experience in C/C++, Java, Lisp, Scheme, and Inform7 programming languages.
- Moderate to light experience in Prolog, Bash, JavaScript/Greasemonkey, OCaml, SPARC Assembly, Maple, and OpenGL.
- Experience with web design in (x)html and CSS.
- Experience with Linux, Unix, Windows, and Mac.
- Experience with engineering/programming for the Segway RMP 400 and Motorola HC11.
- Experience with Chaff/MiniSAT, Weka, and UCPOP.
- Experience with SVN and CVS source control systems.
- Conversation level Mandarin Chinese.
- Extensive experience in conflict resolution, community building, event programming, and administration.

EDUCATION

| | | |
|--|-------------------------------------|----------------|
| 2007 - 2010 <i>PhD in Computer Science</i> | University of California Santa Cruz | Santa Cruz, CA |
| 2001 - 2007 <i>MS in Computer Science</i> <i>BS in Computer Science with minors in Jazz Studies and Philosophy</i> | University of Delaware | Newark, DE |

PROFESSIONAL EXPERIENCE

| | | |
|--|---------------------------------------|----------------|
| 2007 - Current <i>Research Assistant</i> | Expressive Intelligence Studio | Santa Cruz, CA |
| <ul style="list-style-type: none">■ Worked with a team of people to integrate AI Systems into user testable games. Ran simulations on games to collect evaluation data for the contributions of integrated AI Systems. Built games to run in conjunction with AI Systems. Developed novel ideas into provable research questions and conduct experiments to validate hypotheses. | | |
| 2008 - Current <i>Resident Assistant</i> | Residential and Family Services, UCSC | Santa Cruz, CA |
| <ul style="list-style-type: none">■ Co-administered housing assignments and housing policies for a graduate student housing complex. Corresponded with all continuing, new, and international residents on behalf of the university's Office of Residential Life. Engaged in community building activities, conflict resolution, and planning weekly events of all types with emphasis on diversity, community, and culture. | | |

2007 - Current Baskin School of Engineering Santa Cruz, CA

Teaching Assistant

- Led discussions for Computer Science courses in the areas of artificial intelligence, simulation, and interactive story. Developed grading rubrics and assignments to facilitate learning. Gave lectures on subject matter and worked with students one on one. Managed and distributed assignments among student graders.

2005 - 2007 Department of Computer Science, UDel Newark, DE

Teaching Assistant

- Led discussions for Computer Science courses in the areas of introductory programming, object oriented programming, and artificial intelligence. Developed grading rubrics and assignments to facilitate learning. Gave lectures on subject matter and worked with students one on one.

January 2007 Office of Service Learning, UDel Newark, DE

Graduate Assistant

- Coordinated a group of McNair scholars to do service learning projects in New Orleans. Did relief work in reconstructing houses and also assisted local high schools and museums with administrative tasks.

Summer 2006 McNair Scholars Program Newark, DE

Program Co-Coordinator

- Assisted a group of underprivileged, minority, low-income, underrepresented group of undergraduates pursue a post baccalaureate degree. Taught Math GRE prep, webpage design for graduate students, organized cultural events, grad school visits/appointments, helped to put together a research symposium at the end of the summer. Also, helped with grad school application preparation and research directions for their summer projects.

PUBLICATIONS & PROJECTS

- *Inventing the Future of Storytelling AI*, Digital Humanities Conf 2009
- *Evaluating the Authorial Leverage of Drama Management*, AAAI Symp 2009
- *Intelligent Interactive-Stories: Theory versus Practice*, Presented: GDC 2009
- *EMPath - Experience Management in Video Games*, AIIDE 2008
- *Experience Variance in Interactive Stories*, Presented: GDC 2005

AWARDS RECEIVED

- NSF GAANN Fellow, 2007-Present
- University Graduate Scholar, 2006-2007
- NSF Comp Sc Math Engineer Sciences Scholarship, 2003, 2004, 2005
- Alumni Enrichment Travel Scholarship 2005
- University of Delaware Spirit Ambassador, 2004, 2005
- Ronald McNair Scholar, 2004, 2005
- Nields Spirit Scholarship, 2001, 2004
- Commission on Status of Women Student Travel Award, 2004
- Science and Engineering Scholar, 2003
- Resident Assistant Spirit Award, 2003

