

# MELANIE LEAH DICKINSON

EXPRESSIVE AI • PROCEDURAL CONTENT GENERATION • COMPUTATIONAL CREATIVITY • INTERACTIVE NARRATIVE

A 415 Maple Street  
Santa Cruz, California, 95060, USA  
C 858-248-3720  
E [meldckn@gmail.com](mailto:meldckn@gmail.com)  
[mdickin@ucsc.edu](mailto:mdickin@ucsc.edu)

## Publication

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### **“Author Assistance Visualizations for Ice-Bound: A Combinatorial Narrative” • FDG**

[http://fdg2014.org/papers/fdg2014\\_paper\\_10.pdf](http://fdg2014.org/papers/fdg2014_paper_10.pdf)

*Spring 2014*

Co-author on paper, accepted at Foundations of Digital Games Conference as an exemplary full paper.

## Activities & Recognition

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### **Development Tools • Expressive Intelligence Studio**

*Summer 2013*

Development of search-based authoring tools for grant-funded procedural narrative game, Ice-Bound, in Javascript and D3.

### **Tutor and Grader • UCSC Computer Science Dept.**

*2011-2014*

Grading for upper division Comparative Programming Languages, grading and tutoring for Intro. to Programming and Foundations of Game Design.

### **Finalist • Foundations of Game Design course • UCSC**

*Spring 2013*

One of 12 finalists chosen for innovative game design and technical implementation, from pool of 97 games.

### **Android Camp • Google, Mountain View**

*July 2012*

One of 30 students worldwide who successfully applied for Google's Android Camp. App development in a team of four.

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## Older:

### **Machine Learning Summer School • UCSC** *July 2012*

### **Experience Microsoft • Microsoft, Redmond** *April 2012*

### **Research Assistant / Educational study on**

**computational thinking among teens • UCSC** *2011-2012*

## Education

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### **COMPUTER SCIENCE, BS**

*University of California, Santa Cruz*

Undergraduate

Expected graduation: June 2015

Target education level: Doctorate

Cumulative GPA: 3.8 (out of 4.0)

### **Graduate Courses:**

Generative Methods

Natural Language Processing (audit)

Data Visualization (audit)

### **Undergraduate Courses:**

Compilers

Computer Networking

Operating Systems

Computer Architecture

Computational Models

Assembly Language Programming

Foundations of Game Design

Programming Languages

Artificial Intelligence

Interactive Narrative

Digital and Electronic Art

Algorithms (Intro and Intermediate)

Data Structures

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## Languages

C/C++

Java

Javascript/HTML/D3

Python

Haskell

Common LISP

MIPS Assembly

Max 6

Inform 7