Morteza Behrooz

Santa Cruz, California
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EDUCATION

PhD, Computer Science   2014 - current
University of California, Santa Cruz
expected graduation: **summer/fall 2018**

Master of Science, Computer Science   2012 - 2014
Worcester Polytechnic Institute, Massachusetts

Bachelor of Science, Software Engineering 2007 - 2012
University of Tehran, Iran

WORK EXPERIENCE

Linkedin Data Science and UX Engineering Intern (×2)

· Developing NLP and text classification tools in order create synthesized and higher level knowledge from qualitative data of UX teams

· Design and development of a website to make the NLP tools accessible, in a relatable way to UX teams' pipelines

Sunnyvale, CA   *June - Sept 2017*
Mountain View, CA   *June - Sept 2016*

ebay Software Eng. Intern (Human Interface Group)

· HCI research on usability metrics, interface complexity, cognitive load and accessibility

· Designed and developed models and tools for automated usability assessment

· Developed tools to enable feature-rich auditing of static web-page or app designs

San Jose, CA   *June - Sept 2015*

Maxa Co, Software Engineering Intern

· Developed a software performance testing and monitoring plugin for the Eclipse IDE in Java

Tehran, Iran   *June - Dec 2011*

ACADEMIC EXPERIENCE

PhD candidate, Research Assistant
Under the advisement of Prof. Arnav Jhala
UC Santa Cruz, California   *Aug 2014 - present*

· Dissertation on situated narrative generation with a focus on interactive agents

· Member of CHAPLIN, a visual collaborative storytelling project, supported by DARPA (in collaboration with SRI International and Georgia Institute of Technology)

Research Assistant (M.Sc.)
Under advisement of Prof. Charles Rich & Prof. Candace Sidner
Worcester Polytechnic Institute, Massachusetts   2012 - 2014

· Member of the Always-On project, a virtual and robotic (expressive robot *Reeti*) companion for isolated older adults (in collaboration with Northeastern University)

· Design, development and evaluation of a framework for social gameplay of virtual agents and robots (thesis)

· Design and development of an interactive web interface for providing social feedback based on user performance in remote operation of a PR-2 robot

· Member, Human-Robot Interaction research group at WPI

Graduate Teaching Assistant 1. *Game Design Experience* (mentored student groups in game development); *Software Engineering Courses* (mentored groups for team-work and working with industry sponsors)
UC Santa Cruz   *2014-2017*

Supervising Lab Interns in research and software eng.
Worcester Polytechnic Institute, MA   *June - Dec 2013*

Undergraduate Research Assistant, (NLP, Facebook graphs)
University of Tehran, Iran   *Jan 2010 - Mar 2012*

SELECTED SKILLS

Programming	**Java**, **Python**, C/C++, C#, (Haskell)
Web Development	**JavaScript**, NodeJS, React
Data Management	MySQL, MongoDB
Other	Weka, LaTeX, Isabelle, Coq, Unity, Matlab, R;

HONORS, AWARDS

· **Best Teaching Assistant Award**
  University of California Santa Cruz   *June 2017*

· **Regents' Fellowship**
  University of California   *Sept 2014*

· **Winner of poster presentation competitions**
  Worcester Polytechnic Institute   *Mar 2014*

SELECTED PUBLICATIONS (G SCHOLAR)

· **M. Behrooz** and A. Jhala, "Semantically Interesting Augmentations for Mundane Narratives", *Conference on Advances in Cognitive Systems*, 2016.

· D. Kent, **M. Behrooz**, S. Chernova, "Construction of a 3D object recognition and manipulation database from grasp demonstrations." *Autonomous Robots* 40.1 (2016).

· **M. Behrooz**, R. Swanson and A. Jhala, "Remember That Time? Telling Interesting Stories from Past Interactions", *International Conference on Interactive Digital Storytelling*, 2015.

· A. James Summerville, **M. Behrooz**, M. Mateas, and A. Jhala, "The Learning of Zelda: Data-Driven Learning of Level Topology, *International Conference on the Foundations of Digital Games*, 2015.

· **M. Behrooz**, C. Rich and C. Sidner, "On the Sociability of a Game-Playing Agent: A Software Framework and Empirical Study, *Intelligent Virtual Agents*, 2014.

· D. Kent, **M. Behrooz**, S. Chernova, "Crowdsourcing the construction of a 3D object Recognition Database For Robot Grasping, *International Conference on Robotics and Automation*, 2014.

· C. Sidner, T. Bickmore, C. Rich, B. Barry, L. Ring, **M. Behrooz**, M. Shayganfar, "An Always-On Companion for Isolated Older Adults, *International Workshop on Techniques Toward Companion Technologies*, 2013.

· C. Sidner, T. Bickmore, C. Rich, B. Barry, L. Ring, **M. Behrooz**, M. Shayganfar, "Demonstration of an Always-On Companion for Isolated Older Adults, *14th Annual SIGdial meeting on Discourse and Dialogue*, 2013.