Jacqui Fashimpaur

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Research Interests

Human-Computer Interaction • Interaction Design • Gestural Input • Wearable Sensors
Augmented and Virtual Reality • Smart Environments • Ubiquitous Computing

Education

Carnegie Mellon University, Pittsburgh PA AUGUST 2016 - MAY 2020

Bachelor of Science in Computer Science

Minors in Film and Media Studies, Media Design

Awards: University Honors, Phi Beta Kappa Member, Senior Leadership Recognition Recipient, Andrew Carnegie Society Scholar, Palantir Women in Technology Scholarship

Research Experience

Research Engineer JULY 2021 - PRESENT
Software Engineer JULY 2020 - JULY 2021
Software Engineering Intern MAY 2019 - AUGUST 2019

Reality Labs Research, Meta, Redmond WA

- Currently investigating wearable input devices for a contextual AI-powered interface
- Designing and implementing interaction techniques with Unity (C#), Kotlin, and prototype devices
- Conducting user studies, analyzing results, and authoring research papers in top HCI conferences

Research Assistant MAY 2018 - DECEMBER 2018

Carnegie Mellon University Human-Computer Interaction Institute, Pittsburgh PA

- One of eight students on a project that explored how virtual reality could augment people's homes
- Built and programmed four prototype virtual reality spaces in Unity for the HTC Vive
- Reviewed literature, developed research questions, conducted playtests/interviews, synthesized results as co-author of research paper

Teaching Experience

Head Teaching Assistant AUGUST 2019 - MAY 2020
Teaching Assistant AUGUST 2017 - MAY 2018

Carnegie Mellon University School of Computer Science, Pittsburgh PA

- One of about twenty TAs for the theoretical CS course "Great Ideas in Theoretical Computer Science" (150-250 students, depending on the semester)
- Taught two weekly classes of about fifteen students each, held office hours, graded assignments, and worked with students individually
- As co-head TA from 2019-2020, coordinated TA responsibilities and supported the professors

Publications

Jacqui Fashimpaur, Tovi Grossman, Ben Lafreniere, Naveen Sendhilnathan, Kashyap Todi, Tianyi Wang, Ting Zhang, and Tanya R. Jonker. *Squiggle: Multimodal Lasso Selection in the Real World.* UIST 2025.
DOI: https://doi.org/10.1145/3746059.3747684

Jaewook Lee, Tianyi Wang, **Jacqui Fashimpaur**, Naveen Sendhilnathan, and Tanya R. Jonker. *Walkie-Talkie: Exploring Longitudinal Natural Gaze, LLMs, and VLMs for Query Disambiguation in XR.* CHI EA 2025.
DOI: https://doi.org/10.1145/3706599.3720236

Hyunsung Cho, **Jacqui Fashimpaur**, Naveen Sendhilnathan, Jonathan Browder, David Lindlbauer, Tanya R. Jonker, Kashyap Todi. *Persistent Assistant: Seamless Everyday AI Interactions via Intent Grounding and Multimodal Feedback.* CHI 2025.
DOI: https://doi.org/10.1145/3706598.3714317

Jacqui Fashimpaur, Amy Karlson, Tanya R. Jonker, Hrvoje Benko, and Aakar Gupta. *Investigating Wrist Deflection Scrolling Techniques for Extended Reality.* CHI 2023.
DOI: https://doi.org/10.1145/3544548.3580870

Lauren Herckis, Jessica Cao, **Jacqui Fashimpaur**, Anna Henson, Rachel Rodgers, Thomas W. Corbett III, and Jessica Hammer. *Exploring Hybrid Virtual-Physical Homes.* DIS 2020.
DOI: https://doi.org/10.1145/3357236.3395561
Honorable Mention Award (top 5%)

Jacqui Fashimpaur, Kenrick Kin, and Matt Longest. *PinchType: Text Entry for Virtual and Augmented Reality Using Comfortable Thumb to Fingertip Pinches.* CHI EA 2020.
DOI: https://doi.org/10.1145/3334480.3382888

Service

Reviewer
CHI 2024 •, 2025 •, 2026
• = Special Recognition for Outstanding Review

Volunteer Teaching Assistant AUGUST 2021 - MAY 2022

TEALS (Microsoft Philanthropies)

- TEALS was a program where volunteers helped teach high school computer science classes
- Collaborated with team of five to teach a year-long introductory class with twenty students
- Led several lectures, answered student questions, and graded programming assignments

Other Projects

Matt and Emma's Deep-Space Disaster - *Creative Lead.* Online puzzle hunt with interactive comic 2025
MIT Mystery Hunt - *Creative Lead*. Annual MIT event with puzzles, story, and 3000+ participants 2023
Doodle Bugs (https://doodlebugs.art) - *Sole Dev.* Puzzle game about an uncooperative drawing tool 2020