Jacqui Fashimpaur

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I am a driven and creative researcher in the field of human-computer interaction for immersive interfaces. I aim to build novel interactions that are intuitive, low-friction, and confidence-instilling, while codifying what makes them that way.

EDUCATION

Carnegie Mellon University, Pittsburgh PA   *May 2020*

Degree: Bachelor of Science in Computer Science
Minors: Media Design, Film and Media Studies
Honors: University Honors, Andrew Carnegie Society Scholar, Phi Beta Kappa Member, QPA 3.95

PUBLICATIONS

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. **Honorable Mention Award (top 5%)**
DOI: https://doi.org/10.1145/3357236.3395561

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

EXPERIENCE

Research Engineer, Reality Labs Research (Meta)   *May 2020 – Present*
- Currently on team investigating wearable input combined with a contextual AI-powered interface
- Designing and implementing novel interaction techniques with Unity (C#), Meta Quest, and prototype devices
- Conducting user studies and sometimes authoring papers for human-computer interaction conferences

Research Assistant, CMU Human-Computer Interaction Institute   *May – December 2018*
- Developed four prototype virtual reality rooms for the HTC Vive with Unity (C#) and Maya
- Wrote interview questions, conducted interviews, and synthesized results as co-author of research paper

Head Teaching Assistant, CMU School of Computer Science   *2017-2018, 2019-2020*
- One of 20 TAs for Theoretical CS course (150-250 students/semester), Co-Head TA for 2019-20 academic year
- Taught weekly classes (~15 students), held office hours, graded assignments, and worked with students individually

PROJECTS

MIT Mystery Hunt: The Puzzle Factory (2023) – puzzles.mit.edu/2023/
Creative Lead and puzzle writer for MIT Mystery Hunt 2023, a three-day digital and physical puzzlehunt in which 3,000+ people participated. Managed team of eighteen artists and writers to create the plot and visuals for the hunt.

Doodle Bugs (2020) – doodlebugs.art/
Sole developer of an online puzzle game based around an uncooperative drawing tool. Players must discover the "bugs" in the tool and avoid them or use them to their advantage while trying to draw certain images.

SKILLS

VR Development • User Research • Interaction Design • Project Management • Public Speaking
Unity • C# • C++ • Maya • JavaScript • Illustrator • Web Dev • Android Dev • Video Production