

# CURRICULUM VITAE

## **Natasha Jaques**

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### **EDUCATION**

Master's in Computer Science – GPA: 94.67  
University of British Columbia, anticipated graduate date August 2014

Bachelor of Science (Honours) in Computer Science – GPA: 92.82  
University of Regina, April 2012

Bachelor of Arts in Psychology – GPA: 91.97  
University of Regina, April 2012

### **AWARDS**

*2014* NSERC Doctoral Postgraduate Scholarship  
*2013* Microsoft Research Graduate Women's Scholarship  
UBC Affiliated Fellowships Scholarship  
*2012* UBC CS Merit Scholarship  
NSERC Canadian Graduate Scholarship  
SE Stewart Award in Arts  
ISM Canada IT Futures Scholarship  
*2011* Shell Canada Scholarship in Computer Science  
Academic Gold Scholarship  
Faculty of Science Supplemental Instruction Scholar Award  
*2010* John & Jack Spencer Gordon Middleton Scholarship  
Academic Gold Scholarship

### **EXPERIENCE**

*May 2014* **Microsoft Corporation** **Redmond, WA**  
*to* Program Manager  
*August 2014* I am currently working on the Networking team in Windows Azure – Microsoft's cloud computing platform.

*September 2013* **University of British Columbia** **Vancouver, B.C.**  
*to* GirlsMarts Coordinator  
*April 2014* I coordinated workshops aimed at increasing interest in Computer Science among elementary school aged girls.

*May 2012* **University of Regina** **Regina, Saskatchewan**  
*to* Sessional Lecturer  
*June 2012* I taught an introductory Computer Science summer course. Aside from delivering lectures, I also prepared the lecture notes, assignments, midterm and final exam.

- September 2011* **University of Regina** **Regina, Saskatchewan**  
to  
*June 2012* Research Assistant  
I collaborated with the Department of Fine Arts on interactive multimedia art installation that utilized the Kinect, an Arduino and a variety of electronic sensors.
- September 2008* **University of Regina** **Regina, Saskatchewan**  
To  
*April 2012* Supplemental Instruction Leader  
I ran three tutorial sessions per week to help first year students understand important concepts in introductory Math and Computer Science courses.
- May 2011* **University of Regina** **Regina, Saskatchewan**  
to  
*August 2011* NSERC Undergraduate Student Research Award Holder  
I prototyped a series of interface components and gesture recognition methods for use with the Microsoft Kinect system.
- May 2010* **University of Regina** **Regina, Saskatchewan**  
to  
*August 2010* NSERC Undergraduate Student Research Award Holder  
I used machine learning to solve text-based maze problems.
- May 2009* **University of Regina** **Regina, Saskatchewan**  
to  
*August 2009* NSERC Undergraduate Student Research Award Holder  
I implemented, tested, and compared several machine learning algorithms by using them to drive an agent that explored its environment.
- June 2006* **Trait d'Union Outaouais Inc.** **Hull, Quebec**  
to  
*August 2006* Animatrice  
I worked at a centre for children with Autism Spectrum Disorder, where I helped them to perform scheduled activities and communicate using picture cards.

## PROJECTS

- April 2014* **Machine Learning Theory grad course project**  
I compared the Fast Johnson-Lindenstrauss Transform against common feature reduction techniques for classification of both text and eye tracking data  
<http://www.cs.ubc.ca/~jaquesn/MachineLearningTheory.pdf>
- April 2013* **Machine Learning grad course project**  
I compared the performance of Random Forests against Geoff Hinton's dropout technique for neural networks on classifying ASL hand signs from Kinect images  
<http://www.cs.ubc.ca/~jaquesn/MachineLearningProject.pdf>
- November 2012* **Human Computer Interaction grad course project**  
A real-time, collaborative voting system that allows students in a lecture to notify their professor if the lecture is confusing or moving too slowly  
[http://www.cs.ubc.ca/~jaquesn/notification\\_system/](http://www.cs.ubc.ca/~jaquesn/notification_system/)

February 2012 **Software Systems Design course project**  
An online system to track the progress through the courses needed for a degree. Includes a database that captures complex dependencies between prerequisites.  
<http://degreetracker.ansible.ca/index.php>

**PUBLICATIONS** Conati, C., Jaques, N., & Muir, M. (2013). Understanding attention to adaptive hints in educational games: an eye-tracking study. *International Journal of Artificial Intelligence in Education* 23(1).

Jaques, N., Conati, C., Harley, J., & Azevedo, R. (2013). Predicting affect from gaze data during interaction with an Intelligent Tutoring System. *International Conference on Intelligent Tutoring Systems*.

**LANGUAGES** C, C++, C#, Python, Prolog, PHP, SQL, Octave

**VOLUNTEERISM:**

September 2013 **UBC Thunderbots** **Vancouver, B.C.**  
to  
March 2014 Thunderbots is a project to build competitive, soccer playing robots. I contributed by working on the AI driving the robots' plays and tactics.

April 2013 **Computer Science Graduate Students Society** **Vancouver, B.C.**  
to  
April 2014 As Vice President – Social, I organized activities and orientation events. I also held the position of TA Union Representative.

September 2010 **Computer Science Students Society** **Regina, Saskatchewan**  
to  
April 2012 I held the position of Vice President for two years, during which time I organized fundraising events and made it a priority to involve more women in the CSSS.

September 2010 **Science Rendezvous** **Regina, Saskatchewan**  
to  
April 2012 I volunteered to run workshops and lab tours for a program designed to increase science awareness.

September 2011 **Supplemental Instruction Program** **Regina, Saskatchewan**  
to  
June 2012 On my own initiative, I built a website which was subsequently adopted by the University of Regina and is currently hosted at: [www2.uregina.ca/siattendance](http://www2.uregina.ca/siattendance)

July 2011 **Mother Teresa Middle School Science Camp** **Regina, Saskatchewan**  
to  
August 2011 I volunteered for an *option gratuite* summer camp for economically and socially disadvantaged youth from the core of Regina. We built robots.

**REFERENCES**

Cristina Conati	(604) 822-4632	conati@cs.ubc.ca
Xue Dong Yang	(306) 585-4692	xuedong.yang@uregina.ca
David Gerhard	(306) 585-5227	gerhard@cs.uregina.ca
Stephen Cheng	(306) 337-3290	stephen.cheng@uregina.ca
Howard Hamilton	(306) 585-4079	hamilton@cs.uregina.ca