

CURRICULUM VITAE

Natasha Jaques

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EDUCATION

Masters in Computer Science – GPA: 95.20
University of British Columbia, anticipated graduate date May 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

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

2011 ISM Canada IT Futures Scholarship
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** **Vancouver, B.C.**
to Program Manager
August 2014 While interning I will be working on Windows Azure – Microsoft’s cloud computing platform.

September 2013 **University of British Columbia** **Vancouver, B.C.**
to GirlsMarts Coordinator
April 2014 I am coordinating 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 Research Assistant
June 2012 I collaborated with the Department of Fine Arts on interaction multimedia art installation that utilized the Kinect, an Arduino and a variety of electronic sensors.
- May 2011* **University of Regina** **Regina, Saskatchewan**
to Supplemental Instruction Leader
August 2011 I ran three tutorial sessions per week to help first year students understand important concepts in introductory Math and Computer Science courses.
- May 2010* **University of Regina** **Regina, Saskatchewan**
to NSERC Undergraduate Student Research Award Holder
August 2010 I prototyped a series of interface components and gesture recognition methods for use with the Microsoft Kinect system.
- May 2009* **University of Regina** **Regina, Saskatchewan**
to NSERC Undergraduate Student Research Award Holder
August 2009 I used machine learning to solve text-based maze problems.
- June 2006* **University of Regina** **Regina, Saskatchewan**
to NSERC Undergraduate Student Research Award Holder
August 2006 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 Animatrice
August 2006 I worked at a centre for children with Autism Spectrum Disorder, where I helped children to perform scheduled activities and communicate using picture cards.

PROJECTS

- April 2013* **Machine Learning grad course project**
 Compared the performance of Random Forests and Dropout Nets on Kinect images of ASL hand signs
<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/
- 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 User Interfaces* (submitted).

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

VOLUNTEERISM:

September 2012 **UBC Thunderbots** **Vancouver, B.C.**
to Thunderbots is a project to build competitive, soccer playing robots. I am
Present contributing by working on the AI driving the robots' plays and tactics.

April 2013 **Computer Science Graduate Students Society** **Vancouver, B.C.**
to I currently hold the position of Vice President – Social, and TA Union
Present Representative.

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

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

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

July 2011 **Mother Teresa Middle School Science Camp** **Regina, Saskatchewan**
to I volunteered for an *option gratuite* summer camp for economically and socially
August 2011 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