Lauren Norrie

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CURRENT

Ph.D. student and member of the Inference, Dynamics and Interaction Group, University of Glasgow, School of Computing Science, Oct 2010 - Feb 2015 (expected end date).

- I accepted an EPSRC Doctoral Training Account, as an alternative to the M.Sci. programme.
- Mindful UX: Exploring Mindfulness in Adaptive and Situated Mobile Interactions.
 My focus is on detecting the context of the user environment, and exploring novel ways to adapt or situate the mobile interface around this context, and encourage mindful behaviour.
- Technologies: Java, Python, Javascript; Android; LaTeX; Chromecast, BTLE beacons, Kinect.

QUALIFICATIONS

B.Sci. (First class Hons.) from University of Glasgow, School of Computing Science, 2006 - 2010.

- Individual projects. e.g. novel notifications and volume control (Android); combining SMS and IM (Android); distributed bidding client (Java); real-time routing protocols (Java) (2009).
- **Team projects.** e.g. pedestrian navigation, using smartwatches and a Symbian device (Java ME); online cafe ordering service (PHP); interactive stock price visualisation (Java) (2008).
- Course topics. Algorithms and Data Structures, Programming Languages, HCl, Database Systems, Networked Systems, Distributed Systems, Operating Systems, Al, Mathematics.

AWARDS

- 48hr Health Hackathon prize, Open Glasgow, Future City, Glasgow City Council, May 2014. Won a share of the prize by developing an Android social, gamified pedometer app for children.
- Class prize, University of Glasgow, School of Computing Science, Jun 2010. Received a prize for having the top GPA of my year.

EMPLOYMENT

SWE Intern

- Google London, Android Voice Search team, Oct 2012 Jan 2013.

 Java client applications with the Android Voice Search and Google Now team.
- **Google Munich**, *Software Engineering team, Jun Oct 2011*. Learned to create a GWT Java application hosted as a web app on AppEngine.
- Picsel Technologies, Glasgow, Jun Sept 2007. Learned to create a font for mobile devices and Python scripts to parse HTML documents.
- Cisco Systems, Edinburgh, October 2003.

 One week of work experience: editing HTML documents and learning about routers.

Research Intern, University of Glasgow, School of Computing Science.

- **Dynamics and Interaction** Group, *Sept Oct 2010*. Android app to demonstrate novel interaction techniques using OpenGL ES.
- Social, Ubiquitous, Mobile Group, *Jun Sept 2010*. Learned Obj-C and created an iOS app for Turner Broadcasting involving p2p communication.
- Multi-Modal Interaction Group, Jun Sept 2009.
 Gesture controlled apps for Symbian devices using external sensors (Java ME).
- **Software, Engineering & Software Technology** Group, *Sept Aug 2008*. Reminder system using Java Swing and the Google Calendar API.

TECHNICAL SKILLS

- **Strong** (7-8 yrs): Java, Python, Javascript; SQL, HTML, CSS; Eclipse; Linux, Windows. (3-6 yrs): AppEngine, AWS; Git; Android, Mac OSX.
- Weak (1-2 yrs): C, Obj-C, C++, C#, Haskell, PHP, Matlab, Octave, Bash; Xcode, Visual Studio; Oracle, Microsoft Access; Perforce, SVN, CVS; Symbian, iOS, Windows Mobile.

TUTORING, University of Glasgow

OO-Software Engineering 2 (Java), Jan - April 2012. Algs & Data Structures 2 (Java), Feb 2011 - April 2012. Java Programming 2, Oct 2009 - Jan 2012. Personal tutor (Java), Oct 2009 - May 2011 Helped a blind, astrophysics Ph.D. student with Uls. Interactive Systems 3 (Java), *Oct - Dec 2011*. Networked Systems 3 (C), *Jan - Mar 2011*. Programming 1 (Python), *Nov 2008 - Jun 2010*.

VOLUNTEER WORK

- Code Club volunteer, Eastmuir Primary School, Glasgow, Nov Dec 2013.

 Hosted a club for 9-11 year olds with mild learning difficulties, creating games with Scratch.
- ITS & UIST conference student volunteer, St. Andrews, October 2013.
- Google/RaspPi helper, RaspPi event, Chesterton Community College, Cambridge, Jan 2013. Helped and encouraged 9-11 year olds to modify a Python game on a Raspberry Pi.
- Amazon Hackathon volunteer, 24hr Hack, University of Glasgow, March 2012.
- Google Serve volunteer, Building and painting benches for a local school, Munich, July 2011.
- Applicant Day volunteer, Information sessions, University of Glasgow, Feb Jun 2009.
- Compsoc organiser, Computing Society, University of Glasgow, 2009 2010.

PERSONAL INTERESTS

- **Google London events**. Women in Tech Training Day (*Jun 2014*), CodeF and CodeF Alumni (*Nov 2011*, *Nov 2012*), Intern and Ambassador Summits (*July, Sept 2011*).
- **Summer schools**. Big Data Info. Visualisation: Learned **Map Reduce** using Hadoop (Java) and D3.js (8 12 July 2013); Inference and Dynamics in Interaction (11 15 Jun 2012).
- Websites. I developed KnightsLikeThese.com using the Vimeo API (Apr 2014).
- **German**. I created an **Android Daydream** that displays my Duolingo vocabularies (*Apr 2014*). I have also attended post-beginner language classes (*Oct 2013 Mar 2014*).
- **MOOCs**. I have completed Design of Computer Programs, Web Development, Mobile Web, Cryptography, Statistics, Al for Robotics, and Machine Learning (*Apr 2012 May 2014*).
- Developer Conferences. I attended D14 (Jun 2014) and Google Developer Day (Nov 2011).
- Workshops. Deep Learning (May 2014), .Net Gadgeteer (Jul 2013), MMI IR (May 2013), Spatial Information (Mar 2013), 3D printing (Aug 2012), Kinect Workshop (Jun 2012), Body Movement in Mobile HCI (Aug 2011), and Ph.D. Conferences (2011 2013).
- Talks. I have presented at TechMeetup, and at various research events (2011 2012).
- Android apps. I enjoy music festivals, and created an app to display the line-up for Bowlie 2 (Dec 2010). I have also created simple apps to display web comics; to perform voice recognition and text-to-speech; and to create flipbooks from camera stills (Dec 2009 Jan 2011).
- I enjoy sudoku puzzles, longboarding, jive dancing, yoga, photography and coffee.

REFEREES

Prof. Roderick Murray-Smith, Ph.D. Supervisor, School of Computing Science, University of Glasgow. rod@dcs.gla.ac.uk

Dr. Stefanie Scherzinger, Intern Host at Google Munich, Regensburg University of Applied Sciences, Germany. stefanie.scherzinger@gmail.com

PUBLICATIONS

- Virtual Sensors: Rapid Prototyping of Ubiquitous Interaction with a Mobile Phone and a Kinect. *Norrie, L. and Murray-Smith, R. MobileHCl* `11, Stockholm (short paper).
- Putting Books Back on the Shelf: Situated Interactions with Digital Book Collections on a Smartphone. Norrie, L., Koelle, M., Murray-Smith, R. and Kranz, M. MUM `13, Luleå (poster).