CURRICULUM VITAE APRIL 2025

PERSONAL INFORMATION	Noor Hammad Carnegie Mellon University nhammad@andrew.cmu.edu

EDUCATION

Ph.D., Human-Computer Interaction *August 2020-present*
Carnegie Mellon University, Pittsburgh PA
Advised by Jessica Hammer and Erik Harpstead

MS, Human-Computer Interaction *May 2024*
Carnegie Mellon University, Pittsburgh PA
Master of Science from Human-Computer Interaction Institute

BS, Computer Science *June 2020*
University of Calgary, Calgary AB
First Class Honours, GPA 3.91. Concentration in Human-Computer Interaction
Thesis title : Exploring the Experience of Becoming and Unbecoming a Cyborg Using Performing Arts Techniques

PUBLICATIONS

Full Conference Papers

1. **Noor Hammad**, C. Ailie Fraser, Erik Harpstead, Jessica Hammer, Mira Dontcheva. "It's more of a vibe I'm going for" : Designing Text-to-Music Generation Interfaces for Video Creators. *To Appear in The Proceedings of the 2025 Conference on Designing Interactive Systems.* ACM.

2. **Noor Hammad**, Erik Harpstead, Jessica Hammer. Towards a Design Framework for Data-Driven Game Streaming : A Multi-Stakeholder Approach. *Proc. ACM Hum.-Comput. Interact. 8, CHI PLAY '24.* ACM.

3. **Noor Hammad**, Frank Elavsky, Sanika Moharana, Jessie Chen, Seyoung Lee, Patrick Carrington, Dominik Moritz, Jessica Hammer, and Erik Harpstead. 2024. Exploring The Affordances of Game-Aware Streaming to Support Blind and Low Vision Viewers : A Design Probe Study. In *The 26th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '24).* ACM.

4. **Noor Hammad**, Erik Harpstead, Jessica Hammer. The View from MARS : Empowering Game Stream Viewers with Metadata Augmented Real-time Streaming. In *The 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23)* ACM.

5. **Noor Hammad**, Thomas Eiszler, Robert Gazda, John Cartmell, Erik Harpstead, Jessica Hammer. V-Light : Leveraging Edge Computing For The Design of Mobile Augmented Reality Games. In *The Proceedings of the 2023 Conference of The Foundations of Digital Games (FDG '23).* ACM. **Best Paper Honorable Mention Award**

6. **Noor Hammad**, Owen Brierley, Zachary McKendrick, Sowmya Somanath, Patrick Finn, Jessica Hammer, Ehud Sharlin. Homecoming : Exploring Returns to Long-Term Single Player Games. In *The Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21).* ACM.

7. **Noor Hammad**, Elaheh Sanoubari, Sowmya Somanath, Patrick Finn, James E. Young, Ehud Sharlin. Mutation : Leveraging Performing Arts Practices in Cyborg Transitioning. In *Proceedings of the 2019 on Creativity and Cognition (C&C '19).* ACM. **Best Paper Honorable Mention Award**

8. Zahra Shakeri Hossein Abad, Alex Shymka, Jenny Le, **Noor Hammad**, Guenther Ruhe, A Visual Narrative Path from Switching to Resuming a Requirements Engineering Task. In *2017 IEEE 25th International Requirements Engineering Conference (RE) (pp. 442-447).* IEEE.

Short Papers & Posters

1. **Noor Hammad**, Erik Harpstead, and Jessica Hammer. 2023. GameAware Streaming Interfaces. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '23).* ACM.

2. Michelle Hsieh, **Noor Hammad**, Erik Harpstead, Jessica Hammer. 2021. Understanding Player Retention Strategies in Animal Crossing : New Horizons. In *Extended Abstracts of the 2021 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '21).* ACM.

3. **Noor Hammad**, Erik Harpstead, Jessica Hammer. 2021. Towards Examining The Effects of Live Streaming an Educational Game. In *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '21)* ACM.

4. **Noor Hammad**, Sowmya Somanath, Patrick Finn, Ehud Sharlin. 2020. Using Image Boards to Analyze A Series of Cyborg Design Sketches. In *Companion of the 2020 ACM/IEEE International Conference on Human-Robot Interaction (HRI '20).* ACM.

Other Works

1. **Noor Hammad**, Erik Harpstead, Jessica Hammer. Towards Understanding Streamer Personas In Educational Live Streaming. In *The 2022 International Conference on Meaningful Play.*

2. **Noor Hammad**, Erik Harpstead, Jessica Hammer. Exploring Returns To Serious Games. In *The 2022 International Conference on Meaningful Play.*
3. **Noor Hammad**, Sowmya Somanath, Patrick Finn, Ehud Sharlin. Developing Novel Cyborg Interactions From Atomic Tasks. In *CHI '19 Workshop on The Body as Starting Point : Exploring Inside and Around Body Boundaries for Body-Centric Computing Design.* ACM.
4. **Noor Hammad**, Owen Brierley, Sowmya Somanath, Patrick Finn, Ehud Sharlin. Leveraging and Extending Autobiographical Design to Understand Prospective Spectators. In *CHI '20 Workshop on Be Part Of It : Spectator Experience in Gaming and eSports.* ACM.

Awards	**Funding**	
	National Sciences and Engineering Research Council of Canada (NSERC)	
	Postgraduate Scholarship ($21,000 yearly)	*2021-2024*
	Generation Google Scholarship ($10,000)	*2021*
	NSERC Undergraduate Student Research Award ($6,000)	*2020*
	NSERC Undergraduate Student Research Award ($6,000)	*2019*
	University of Calgary General Undergraduate Scholarship ($2,000 yearly)	*2014-2018*
	Jason Lang Scholarship ($3,000 yearly)	*2015-2017*
	University of Calgary Undergraduate Academic Merit Scholarship ($8,000)	*2015*

Industry Positions

Research Scientist and Engineering Intern *May 2024-September 2024*
Adobe Research, Seattle WA
Mentored by Ailie Fraser and Mira Dontchevav. Researching multi-modal creative assistants for music and video editing powered by generative AI.

Software Developer Intern *May 2017-August 2018*
PureWeb Inc, Calgary AB
Member of the Healthcare Solutions Team and worked on front-end development of ResolutionMD software.

Research Positions

Graduate Research Assistant *August 2020-Present*
Carnegie Mellon University, Pittsburgh PA
Advisors : Erik Harpstead and Jessica Hammer
Working on creativity support tools in the areas of content creation, live streaming, game development, and XR

NSERC Undergraduate Researcher *May 2019-August 2020*
University of Calgary, Canada
Advisors : Ehud Sharlin, Patrick Finn, Sowmya Somanath Explored re-engaging with long-term video games using human-computer interaction and player experience research methods.

Honors Program Researcher *May 2018-April 2019*
University of Calgary, Canada
Advisors : Ehud Sharlin, Patrick Finn, Sowmya Somanath
Completed undergraduate thesis in HCI as part of the Honors Program at the University of Calgary

Research Assistant *October 2016-April 2017*
University of Calgary, Canada
Worked with Dr. Zahra Shakeri on visualizing requirements engineering tasks

Teaching

Designing Human-Centered Software, Teaching Assistant *January 2024*
Carnegie Mellon University, USA

User-Centered Research and Evaluation, Teaching Assistant *January 2023*
Carnegie Mellon University, USA

CPSC 581- Human-Computer Interaction II, Teaching Assistant *January 2020*
University of Calgary, Canada

Mentorship

Research Experience for Undergraduates (REU) Mentor *June 2023-August 2023*
Carnegie Mellon University, USA
Advising REU students Seyoung Lee, Jessie Chen, and Roland Tumbokon on live streaming user-centered research projects

Research Experience for Undergraduates (REU) Mentor   *June 2022-August 2022*
Carnegie Mellon University, USA
Advising REU student Abdullah Negm on a novel participatory interfaces for live streaming project

Undergraduate Data Science Research Mentor   *September 2020-May 2021*
Carnegie Mellon University, USA
Advising undergraduate student Michelle Hsieh in her undergraduate thesis project on data analytics and games. Findings published as an extended abstract at CHI Play 2021

Faculty of Science Mentorship Program   *September 2019-May 2020*
University of Calgary, Canada
Mentored first-year computer science students

Schulich IgniteCS (formerly Google IgniteCS)   *September 2017-December 2019*
University of Calgary, Canada
Lecture Lead, Recruitment Coordinator, and Mentor to high school students learning how to code Python and Processing

SERVICE   **Professional Service**

Interactivity and Exhibitions Chair   *January 2025–Present*
CHI Play 2025
Pittsburgh, USA

Associate Chair- Works In Progress   *May 2024–November 2024*
CHI Play 2024
Tampere, FL

Student Volunteer   *May 2019–November 2023*
Various Locations
CHI (2019, 2020, 2021), ISS (2023)

Anti-Racist Futures at CMU   *November 2020*
Carnegie Mellon University, USA
Volunteered to network with prospective CMU graduate students from underrepresented communities

IndigenousU Event   *April 2019*
University of Calgary, Canada
Coordinated computer science booth for indigenous youth in Calgary

Grace Hopper Celebration for Women in Tech   *September 2018*
Houston, USA
Coordinated Department of Computer Science presence at GHC with fellow University of Calgary female students

Reviewer (Alphabetical Order)
CHI, CHI Play, CSCW, DIS, Foundations of Digital Games, HRI, ISS .