

Noor Hammad

PhD Student · Human-Computer Interaction Institute · Carnegie Mellon University

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Education

- Aug 2020 – present **Ph.D. in Human-Computer Interaction** Carnegie Mellon University, USA
Advisors: Erik Harpstead and Jessica Hammer
- Sep 2014 – Apr 2020 **B.Sc. in Computer Science** (GPA 3.91/4.00) University of Calgary, Canada
First Class Honours. Concentration in Human-Computer Interaction
Thesis title: Exploring the Experience of Becoming and Unbecoming a Cyborg Using Performing Arts Techniques

Research Experience

- Aug 2020 – present Graduate Research Assistant Carnegie Mellon University, USA
Advisors: Erik Harpstead and Jessica Hammer
Member of the OH!Lab, working on building participatory live streaming interfaces
- May 2019 – Aug 2020 NSERC Undergraduate Researcher University of Calgary, Canada
Advisors: Ehud Sharlin, Patrick Finn, Sowmya Somanath
Funded by the undergraduate student research award from the Natural Sciences and Engineering Research Council of Canada (NSERC). Explored re-engaging with long-term video games using human-computer interaction and player experience research methods
- May 2018 – Apr 2019 Honors Program Researcher 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.
- Oct 2016 – Apr 2017 Research Assistant University of Calgary, Canada
Worked with Dr. Zahra Shakeri on visualizing requirements engineering tasks

Publications

Conference Publications

1. **Noor Hammad**, Owen Brierley, Zachary McKendrick, Sowmya Somanath, Patrick Finn, Jessica Hammaer, 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.
2. **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**
3. 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.

Late Breaking Reports

4. 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.
5. **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.
6. **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.

Workshop Papers

7. **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.
8. **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.

Industry Experience

May 2017 – Aug 2018	Software Developer Intern Member of the Healthcare Solutions Team	PureWeb Inc., Canada
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Teaching

Jan 2020 – Apr 2020	CPSC 581- Human-Computer Interaction II Teaching Assistant	University of Calgary, Canada
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Community Service

Sep 2020-Apr 2021	Undergraduate Advisor Advising Michelle Hsieh on her undergraduate thesis work that uses data science to understand retention strategies in video games	Carnegie Mellon University, USA
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Nov 2020	Anti-Racist Futures at CMU Volunteered to network with prospective CMU graduate students from underrepresented communities	Carnegie Mellon University, USA
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Nov 2020	CHI 2021 Student Volunteer	Remote Conference
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Sep 2019-May 2020	Faculty of Science Mentorship Program Mentored two first-year computer science students	University of Calgary, Canada
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Sep 2017-Dec 2019	Schulich IgniteCS (formerly Google IgniteCS) Lecture Lead, Recruitment Coordinator, and Mentor to high school students learning how to code in Processing	University of Calgary, Canada
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May 2019	CHI 2019 Student Volunteer	Glasgow, Scotland
Apr 2019	IndigenousU Event Coordinated computer science booth for indigenous youth in Calgary	University of Calgary, Canada
Sep 2018	Grace Hopper Celebration for Women in Tech Attended with fellow University of Calgary female students	Houston, USA

Honors and Awards

2021-2024	National Sciences and Engineering Research Council of Canada (NSERC) Postgraduate Scholarship (PGS-D) - \$21000 yearly
2021	Generation Google Scholarship - \$10000
2019 & 2020	NSERC Undergraduate Student Research Award (USRA) - two-time recipient \$5500
2019	ACM Creativity and Cognition Honorable Mention Award for Best Paper
2016-2019	Faculty of Science Dean's List
2015-2017	Jason Lang Scholarship - \$1000 yearly
2016	University of Calgary General Undergraduate Scholarship - \$5000
2015	University of Calgary Undergraduate Academic Merit Scholarship - \$500
2014	Alexander Rutherford Scholarship - \$2500

Skills

Programming: Proficient in Java, Python, C#, JavaScript, HTML, CSS. Familiar with PHP, C++, C, Ruby, Processing, Swift

Tools, Frameworks and Software: Git, Tableau, D3.js, Node.js, Heroku, Microsoft Azure, Visual Studio, Rails, React, XCode, Arduino, LaTeX, Unity

Design: UX/UI Design, storyboarding, low and high-fidelity prototyping