LAURA BETH FULTON

Human-Computer Interaction, Product Researcher & Strategist

I care about creating interactive products that are accessible and socially engaging.

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EXPERIENCE

Electronic Arts (EA)
Redwood City, CA

PRODUCT MANAGER, Game Creation Experience Team AUG. 2018 – AUG. 2019

Part of an internal team focused on game creation technology for upcoming platforms. Met regularly with EA Studio Directors and collaborated with engineering teams to focus opportunities. Led prioritization for testing models, defined metrics for adoption, and engaged stakeholders. Presented onstage at EA's CTO All Hands (content NDA).

Apple Inc.
Cupertino, CA

ENGINEERING PROGRAM MANAGER INTERN, Siri Team MAY 2018 – AUG. 2018

Conducted competitive analyses, performed data analytics (Python, Apache Pig, Tableau) and designed experiments. Created mock-ups, voice-interaction user-flows, and produced data-driven insights. Assisted planning of WWDC18 Speech Labs and gathered developer feedback. Proposed features, presenting to an Apple Sr. Director.

Microsoft Corp.
Redmond, WA

MECHANICAL PRODUCT DESIGN INTERN, Surface Team MAY 2017 – AUG. 2017

Performed design simulations to ensure quality for a new Surface product. Created CAD models and delivered statistical analyses working with the Mechanical and Industrial Designers (PTC Creo, CETOL simulations, GD&T, designed failure experiments). Visited the manufacturing headquarters and suppliers for Surface in Shanghai and Hong Kong to assist development of the product build.

Microsoft Corp.
Redmond, WA

SOFTWARE ENGR. & PROJECT MNGT. INTERN, IoT Team JUNE 2016 – AUG. 2016

Developed support for Touch Input over I2c from a PiTFT Touchscreen (C++) into HID interface for Windows IoT Core running on Raspberry Pi. Led Integration of Touch, Display functionality into a 3D Printer control application. Authored documentation, open sourcing project to Windows IoT community. Won 1st Place at Microsoft Explore Tech Fair.

Johns Hopkins University
Baltimore, MD

INVITED RESEARCHER, Gray Biocomputing Lab MAY 2016 – JUNE 2016

Conducted research to improve Rosetta Commons software (C++/Python) for canonical antibody prediction. Relevant for drug design and identifying onset of genetic mutation.

University of Pennsylvania
Philadelphia, PA

NSF SUMMER RESEARCH SCHOLAR, Drndić Physics Lab JUNE 2015 – AUG. 2015

Advanced nanophysics research on nanopore material relevant to DNA sequencing and encoding of information. Contributed to published work in ACS Nano and APS Journals.

Google Inc.
Mountain View, CA

SCHOLAR, Computer Science Summer Institute (CSSI) JULY 2014

Selected for a month-long, expense-paid intensive learning programming from Google Engineers: Python, HTML, JavaScript, and Google App Engine.

EDUCATION

Carnegie Mellon University
Pittsburgh, PA

M.S., Human-Computer Interaction AUG. 2020

Fall Courses: Interaction Design Studio, DeXigning Futures, Programmable User Interfaces, User-Centered Research

Activities: Bagpiper w/ CMU Pipes & Drums, Women@SCS Member

University of Pittsburgh
Pittsburgh, PA

B.S., Mechanical Engineering, C.S. Focus APRIL 2018

Honors: Academic & Honors College Scholar, Grad. Cum Laude

Activities: Bagpiper w/ CMU Pipes & Drums. Member: IEEE, SWE, Symphony Orchestra, Phi Sigma Rho Engineering Sorority

RECENT PROJECTS

Understanding AI through Educational Gaming 2019
Evaluating a prototype (UX, game design, and analytics research) created to promote learning about AI prediction.

Hack4Good Winner, Microsoft Global Hackathon 2017
Built a $25, 3D printed prosthesis and published DIY guide.

IoT AI to Help Kids with Autism 2017
Implemented the Microsoft Cognitive Services API with IoT technology to coach emotion recognition for children with autism.

Pos-Chair IoT Hack to Improve Posture 2016
Won PennApps Best Cloud Mobile App for IoT seat cover that graphically helps user see real-time posture with an iOS app.

LEADERSHIP & HONORS

She Innovates Co-Founder and Chair 2015 - 2018
Pittsburgh's first all-women's hackathon.

Teaching Assistant, Univ. of Pittsburgh 2017 - 2018
Assisted students. Designed 'Drone Lab' with automatic controls knowledge for Adv. Mechanical Measurement Course.

International Conference on Thermoelectrics 2018
Best Poster, presented heat transfer modeling for 3D structures.

Microsoft YouthSpark Ambassador 2015 - 2017
Hosted programs in Pittsburgh to encourage kids to try coding..

Google Computer Science Summer Institute 2014
Selected for month-long programming intensive at Google HQ.

Girl Scout Gold Awardee 2014
For "Science for Success" project sharing STEM with girls.