Christina R. Strong

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Storage Systems Research Center
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Research Interest

Managing data in high performance computing in order to improve current standards.

Education

PhD, Computer Science
University of California, Santa Cruz, Santa Cruz, CA — in progress

Master of Science, Computer Science
University of California, Santa Cruz, Santa Cruz, CA — December 2009

Bachelor of Science, Computer Science, Summa Cum Laude
Minor: Mathematics
University of Vermont, Burlington, VT — May 2006

Professional Experience

Graduate Student Researcher — September 2009 - January 2010, January 2011 - present
School of Engineering, University of California, Santa Cruz, Santa Cruz, CA
- Working on efficient indexing and search in large scale file systems

Journal Administrator — September 2010 - present
Association for Computing Machinery Transactions on Storage
- Website management, manuscript acceptance, issue management

Teaching Assistant — September 2010 - December 2010
School of Engineering, University of California, Santa Cruz, Santa Cruz, CA
- Helped teach Introduction to Programming in C for non-majors
- Held office hours and labs, designed and graded homework assignments, designed and graded quizzes

Research Intern — July 2010 - September 2010
NetApp, Sunnyvale, CA
- Extended the capabilities of a proxy to test the functionality of NFSv4.1 clients

Research Intern — January 2010 - June 2010
Fujitsu Laboratories of America, Sunnyvale, CA
- Worked with integrating existing tools into a cloud environment to enable parallelization

Lab Research Associate — July 2009 - September 2009
Disney Research, Glendale, CA
- Designed and developed a system to allow error corrections to occur seamlessly

Summer Intern — June 2008 - August 2008
Telltale Games, San Rafael, CA
- Integrated an automatic dialogue generation system into the exisiting authoring tools

Graduate Student Researcher September 2007 - June 2008, September 2008 - June 2009
School of Engineering, University of California, Santa Cruz Santa Cruz, CA

- Developed a system to automatically generate small pieces of dialogue in a computer game environment.

Research Assistant August 2006 - August 2007
College of Computing, Georgia Institute of Technology, Atlanta, GA

- Began to develop and test a natural language generation system to convey the emotion of an avatar.

Summer Intern June 2002 - August 2005
Fuel and Utility Systems, Goodrich Corporation, Vergennes, VT

- *Research* – Assisted in developing code for new products
- *Cessna Mustang Antiskid Control Unit* – Completed the development cycle for the Acceptance Test Procedure software, from design documents to working software
- *Sikorsky S-92 Systems Verification* – Created and ran system tests for the onboard system for the Sikorsky S-92 helicopter
- *HUMS Ground Station* – Designed and implemented a C++ program to convert numerical data file to a sound wave file

Skills

Languages
Ada, C, C++, HTML, Java, Javascript, LaTeX, Lisp, OCaml, Perl, Prolog, Python
Operating Systems
Mac OSX, Unix, Windows 98/ME/2000/XP

Publications

2011

- Stephanie N. Jones, Christina R. Strong, Aleatha Parker-Wood, Alexandra Holloway, and Darrell D.E. Long. Easing the burdens of HPC file management. In *Proceedings of the 6th Parallel Data Storage Workshop (PDSW '11)*, Seattle, Washington, USA, November 2011.
- Christina R. Strong, Stephanie N. Jones, Aleatha Parker-Wood, Alexandra Holloway, and Darrell D. E. Long. Los Alamos National Laboratory Interviews. *Technical Report UCSC-SSRC-11-06*, September 2011.
- Stephanie N. Jones, Christina R. Strong, Darrell D. E. Long, and Ethan L. Miller. Tracking emigrant data via transient provenance. In *Proceedings of the 3rd USENIX Workshop on the Theory and Practice of Provenance (TaPP '11)*, Crete, Greece, June 2011.

2010

- Aleatha Parker-Wood, Christina R. Strong, Ethan L. Miller, and Darrell D.E. Long. Security aware partitioning for efficient file system search. In *Proceedings of the 26th IEEE Symposium on Massive Storage Systems and Technologies: Research Track (MSST 2010)*, Incline Village, Nevada, USA, 2010.

2009

- Christina R. Strong, Michael Mateas, and Dave Grossman. Generative conversation tool for game writers. In *Proceedings of the 4th International Conference on the Foundations of Digital Games (FDG 2009)*, Orlando, Florida, USA, 2009.

2008

- Christina R. Strong and Michael Mateas. Talking with npcs: Towards dynamic generation of discourse structures. In *Proceedings of the 4th Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE 2008)*, 2008.

2007

- Christina Strong, Manish Mehta, Kinshuk Mishra, Alistair Jones, and Ashwin Ram. Emotionally driven natural language generation for personality rich characters in interactive games. In *Proceedings of the Third Artificial Intelligence for Interactive Digital Entertainment Conference*, 2007.
- Manu Sharma, Santiago Ontanón, Christina Strong, Manish Mehta, and Ashwin Ram. Towards player preference modeling for drama management in interactive stories. In *Proceedings of the Twentieth International FLAIRS Conference*, 2007.
- David Roberts, Christina Strong, and Charles Isbell. Player satisfaction through the author's eyes. In *Proceedings of the First Workshop on Optimizing Player Satisfaction*, 2007.
- David Roberts, Christina Strong, and Charles Isbell. Using feature value distributions to estimate player satisfaction through an author's eyes. In *Proceedings of the AAAI 2007 Fall Symposium on Intelligent Narrative Technologies*, 2007.

Memberships

Association for Computing Machinery, Student Member
USENIX, the Advanced Computing Systems Association, Student Member

Honors

Phi Beta Kappa National Honor Society, inducted 2005
Upsilon Pi Epsilon National Honor Society, inducted 2004
Undergraduate Computer Science Award, University of Vermont, 2004, 2005, 2006
Communication Sciences Senior Award, University of Vermont, 2006