

Tianbai Jia

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Research Interest

My research interest is at the intersection of media theory/philosophy, cognitive science, and the aesthetics of self-reflexivity. I am especially interested in how the postmodern contemporary media conditions can be understood cognitively and how the aesthetics of self-reflexivity could react to such conditions, and I hope to engage with these issues both theoretically and creatively.

Education

- 2019 – 2021 **Georgia Institute of Technology**, Atlanta GA
- Master in Digital Media, GPA: 4.0
 - Focused on Virtual Reality production, interactive/immersive storytelling, media studies, cognitive science.
 - Master Project: “*Her Palace: A Virtual Reality Exploration of Subjective Memory Space and Narrative (Re-)Construction*” (virtual reality experience) Advisor: Jay Bolter
- 2012 – 2014 **Franklin and Marshall College**, Lancaster PA
2015 – 2017
- Bachelor of Arts, Summa Cum Laude, GPA: 3.93 (top 2%)
 - Double Major in Film & Media Study and Computer Science
 - Minor in Physics
 - Thesis Projects:
 - “*Father*” (narrative short film) Advisor: Jeremy Moss
 - “*Solving Schrödinger Equation with Quantum Computation*” (research paper) Advisor: Gregory Adkins

Professional Experience

- 2017 – present **Software Development Engineer** – Amazon Prime Video
- Design, develop, and maintain large scale software systems.
 - Manage projects and lead peer engineers to launch software systems.
 - Advise managers on team’s short- and long-term technical direction.
 - Mentor peer engineers and interview engineer candidates.
- Summer 2016 **Software Development Engineer Intern** – Amazon App Store
- Designed and implemented full-stack web application.
 - Returned as full-time engineer after internship.
- Summer 2013 **Assistant Editor & Script Supervisor** – China Central Television (CCTV)
Summer 2014
- Script-supervised three fiction television series productions.
 - Produced rough cuts for three fiction television series (20 episodes total) which aired on national network in China.

Academic Conferences and Workshops

- 2021 **Jia, T.**, *Her Palace*. In the Art Exhibition of the 2021 International Conference of Interactive Digital Storytelling (ICIDS). Tallinn, Estonia, 2021. [Selection made by judging panel. Exhibition opens on 12/07/2021]
- 2021 Deshpande, M., **Jia, T.**, Devnani, B., Mathur, A., Qiao, L., Light, L., Magerko, B., *Drawcto: A Multi-Agent Co-Creative AI for Collaborative Non-Representational AI*. Workshop on Experimental AI in Games (EXAG) at the 17th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-21). Virtual, 2021. [Workshop]
- 2020 **Jia, T.**, Chen, Z., Gao, S., *Blur – Challenging Virtual-Reality’s Sense of Reality*. Workshop on Communicate, Critique and Co-create (CCC) Future Technologies through Design Fictions in VR Environment at 2020 Conference on Design Interactive Systems (DIS). Virtual, 2020. [Workshop]

Teaching and Services

- 2015 **Introduction to Film** – Beijing No.4 High School
- Instructor of record. Weekly 90-minute sessions for 35 students
 - Combined lectures with workshops with balanced focus on film history, film theory, and film production
- 2013 - 2014 **Calculus I, II, III, and Linear Algebra** – Franklin and Marshall College
- 2015 - 2016 • Teaching Assistant. Tutored students 6 hours per week with calculus and linear algebra coursework.
- 2017 **Data Structure and Algorithm** – Franklin and Marshall College
- Assignment Grader. Corrected and graded students’ assignments.

Awards and Honors

- 2017 Nissley Award (\$1,000 Grant)
- 2017 Nolt Performance Art Award (\$1,000 Grant)
- 2017 Phi Beta Kappa Honor Society
- 2016 Pi Mu Epsilon Math Honor Society