

Michal Luria

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for portfolio and publications:
www.michalluria.com

EDUCATION

Carnegie Mellon University

Ph.D. Candidate in Human-Computer Interaction
Advised by Jodi Forlizzi and John Zimmerman
Pittsburgh, PA – August 2016 - current

M.Sc in Human-Computer Interaction, GPA: 4.0
Pittsburgh, PA – August 2016 - December 2018

IDC Herzliya

B.A in Interactive Communication
Advised by Oren Zuckerman
GPA: 94.8/100
Israel – October 2012 - July 2015

HONORS

CRA-W Graduate Cohort for Women, 2019
Cadence Women in Tech Scholarship, 2018
Best Paper, HRI ACM/IEEE Conference, 2015
Dean's Honor List, 2013-2015
IDC Scholarship of Excellence, 2013-2015

SKILLS

Research

Interviews
Observations
Ethnography
Bodystorming
Affinity Diagramming
Contextual Inquiry
Usability Testing
Cultural Probes
Speculative Design
Content Analysis

Programming

Arduino
Processing
Python
JavaScript
Java
LaTeX
SPSS / R

Design

Storyboards
Wireframes
Personas
Rapid Prototyping
Sketching
Animation
2D/3D Modeling
Circuit Design

Design Tools

Adobe Suite
Fusion 360
Axure
Blender
AVID
Fritzing

Languages

English
Hebrew
Russian
French (basic)
Spanish (basic)

EXPERIENCE

Design Researcher, Carnegie Mellon University
Conversational Agents and Robots in the Home.
Research on the future of socially sophisticated agents, agent ownership and multi-user, multi-agent interactions.

Performance as Design Researcher. Investigation of the benefits of interactive performances and experiences as a design inquiry on interaction with agents.
Pittsburgh, PA – August 2016 - current

Design Research Internship, iRobot
Multi-robot Future Home. Conceptual investigation of the future home that might involve multiple social robots.
Boston, MA – Summer of 2019

Researcher & Designer, Media Innovation Lab
YVO. Design of a conceptual smart-home management robot that interacts with the user through physical icons.

Empathy Objects. Research about robots designed to evoke empathy in situations of conflict between people.
Herzliya, Israel – July 2014 - August 2016

Research Internship, Hebrew University
Destruction in HRI. Research on designing for negative emotions and topics of destruction, catharsis and emotional release in HRI and HCI.
Jerusalem, Israel – Summer of 2017

Head of Product Department, Hippotec Ltd.
Management of the product department in an end-to-end mobile application services company. UX/UI design for digital products.
Petah Tikva, Israel – June 2014 - August 2015

Content Editor and Producer, 106.2FM
Content management and production of “The Lounge”, the official 106.2FM culture & leisure radio program.
Herzliya, Israel – August 2012 - June 2014

Project Manager, StyleRiver Fashion E-Commerce
UX design, collaboration with advertisement and PR offices, production, and project coordination and operations.
Tel Aviv, Israel – December 2010 - October 2012

SERVICE

Lead Program Committee Chair, HRI 2019 Pioneers
Management of the program for the prestige workshop, including the submission, review and selection processes.

Reviewer, CHI, HRI, DIS, TEI
Service as a reviewer of future publications in the top peer-reviewed conferences in the fields of HCI, HRI and Design.