

# Anna Flagg likes to make things that help people.

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www.annaflagg.com

## EDUCATION

### University of British Columbia

*MSc. Human/Computer Interaction*  
Sep 2010 – Aug 2012

### University of Toronto

*Honours BSc. Mathematics & its Applications*  
Self-designed Specialist, computing concentration  
Sep 2004 – May 2010

## SELECTED WORK/RESEARCH EXPERIENCE

### Center for Responsive Politics

*Data journalist* Summer 2013 – now

Carried out analysis & visualization of US political spending data to find and communicate compelling stories inside CRP's datasets, including story design & development.

### Visual.ly

*Data journalist & Creative director* June 2013 – now  
Designed and creative-directed static and dynamic visual storytelling projects for various clients.

### Trifacta

*Designer* Dec 2012 – Feb 2013

Designed experiences, interactions, interfaces, & visual elements for Trifacta's alpha data wrangling product, including creating wireframes as well as dynamic mocks & interactive information visualizations.

### University of British Columbia

*Graduate student, RA, TA* Sep 2010 – Aug 2012

Carried out design, physical prototyping & machine learning analysis for low-cost/tech touch sensing in animal-like robot, including creation of 'smart fur'. Among others, held TAs for grad-level Physical Computing course, performed live demos/talks in various conferences/demonstration settings.

### University of Toronto

*Researcher* 2010, Sep – Dec 2011

Created interactive map visualization of Madagascar's lemur population crisis, a result of deforestation. Project involved prolonged research/data collection phase, data characterization & analysis, predictive modeling, design & visualization work.

### Intelligent Assistive Tech. & Systems Lab

*Researcher* Jan – Aug 2010

Designed assistive technologies, including physical prototyping and computer vision analysis, to aid older adults with dementia. Projects to be integrated into COACH, one of the first clinically tested supportive environments to use AI techniques.

## INTERESTS & TECHNICAL SKILLS

Data journalism, visual storytelling, information visualization, visual design & illustration (*D3.js, Processing, PolyMaps, Adobe Creative Suite, Keynote*)

Design & human computer interaction, especially social & environmental projects, food safety, understanding news & current events, education, assistive & green tech, health & medicine

Data analysis, machine learning & programming, physical computing, web design (*Python, Matlab, C/C++, Java, HTML, CSS, Javascript, Weka, Arduino*)

## PRESS

**The New York Times Magazine**, Innovation Issue, front cover: *Cuddlebot* (3 June 2012)

**DashBurst**: *Mapping the Garment Factories: from Nike to Patagonia* (27 June 2013)

**MIT Technology Review**: *This Robotic Fur Patch is Cooler Than Your Cat* (8 Feb 2013)

**TechHive**: *Cuddlebot might be the closest we ever get to real-life tribbles* (12 Feb 2013)

**CBC Radio**: *Smart Fur* (15 June 2012)

**MSNBC**: *'Smart Fur' lets robo-pets read owners' emotions* (5 Mar 2012)

## PUBLICATIONS

**Affective Touch Gesture Recognition for a Furry Zoomorphic Machine**: A. Flagg & K. MacLean (*Tangible, Embedded & Embodied Interaction*, Feb 2013)

**Conductive Fur Sensing for a Gesture-Aware Furry Robot**: A. Flagg, D. Tam, K. MacLean & R. Flagg (*Haptics Symposium*, Mar 2012)

**An Intelligent Toothbrush: Machines for Smart Brushing**: A. Flagg, J. Boger & A. Mihailidis (*RESNA/ICTA*, June 2011)

## TALKS

**A furry machine for communicating touch** (*Tangible, Embedded & Embodied Interaction*, Feb 2013)

**Low-cost, low-tech touch sensing with conductive fur** (*Haptics Symposium*, Mar 2012)