Mica Gardone
Ph.D. Student / May 2024
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ADDRESSES

310 E 500 S, Apt 306	Merrill Engineering
Salt Lake City, UT 84111	50 Central Campus Dr
	Salt Lake City, UT 84112

PROFESSIONAL EXPERIENCE

University of Utah   Salt Lake City, UT, USA

Graduate Research Assistant, Summer 2021 - Current.
Graduate Teaching Assistant, Fall 2020 - Spring 2021.
   Sp 2021: CS 3500 - Software Practices II.
   Fa 2020: CS 4600 - Introduction to Computer Graphics.
Undergraduate Teaching Assistant, Fall 2019.
   Fa 2019: CS 1410 - Object-Oriented Programming.

YouROK   Remote / California

Gameplay Engineer Intern, August 2019 - January 2020.

iD Tech   West Chester, PA, USA

Camp Instructor, June - August 2019.

EDUCATION

University of Utah   Salt Lake City, UT, USA

Ph.D. in Computing, **expected graduation 05/26**.
Artificial Intelligence Track.
+   Advisor: Dr. Rogelio E. Cardona-Rivera
+   Psyche - A meta-planner built on Titan for simulating a person's understanding of a narrative.
+   Titan - A general-purpose, extensible planner written in C#.

M.S. in Computing, 2021.
Human-Centered Computing Track, Project Masters.
+   Expanding DPOCL: Flaws for the Adoption and Rejection of Orphan Actions in Decompositions

B.S. (Honors) in Computer Science, 2016.
Entertainment Arts & Engineering Emphasis.

RESEARCH INTERESTS

Computational psychology, human-centered artificial intelligence (HCAI), artificial intelligence (AI), games AI, computational models of narrative, game design, co-creative agents, procedural content generation, player modeling, planning, narrative planning, machine learning (ML), human-in-the-loop machine learning, explainable AI (XAI), deep learning, long-term autonomy..

PEER REVIEWED PUBLICATIONS

♦ denotes equal contribution.

STRONGLY PEER REVIEWED

A Case-Based Reasoning Approach to Plugin Parameter Selection in Vocal Audio Production. Michael Clemens, Rushit Sanghrajka, Monthir Ali, **M. Gardone**, Shilpa Thomas, Hunter Finney, Rogelio E Cardona-Rivera. International Conference on Case-Based Reasoning, 350-364. 2022. Springer International Publishing Cham. **(38% Acceptance Rate)**

REFEREED WORKSHOP ARTICLES

Toward Planning with Hierarchical Decompositions and Time-frames. **Mica Gardone** and Rogelio E Cardona-Rivera. Proceedings of the 7th Workshop on Hierarchical Planning at the 34th International Conference on Automated Planning and Scheduling. 2024.

Re-examining the Planning Basis of Goal-driven Autonomy Problems. Rogelio E Cardona-Rivera, **M. Gardone**, Logan Peterson, Laura M Hiatt, Mark Roberts. Proceedings of the Workshop on Integrated Action and Execution at the 32nd International Conference on Automated Planning and Scheduling. 2022.

ADDITIONAL ARTICLES

Nancy N. Blackburn ♦, **M. Gardone** ♦, and Daniel S. Brown. 2023. Player-Centric Procedural Content Generation: Enhancing Runtime Customization by Integrating Real-Time Player Feedback. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '23), October 10--13, 2023, Stratford, ON, Canada.* ACM, New York, NY, USA 7 Pages. https://doi.org/10.1145/3573382.3616069

INVITED TALKS/GUEST LECTURES

Guest lecture in EAE 6330 - Game Engineering III on April 3rd, 2024 at the University of Utah. Topic(s): Machine Learning in Games, Procedural Content Curation, and Player-Centric PCG.

Guest lecture in EAE 6910 - Game AI on January 24th, 2024 at the University of Utah. Topic(s): Agent Movement / Dynamic Wander, Align, and Face.

GAMES PUBLISHED

DEFCON JUNIOR (2024). Hangover Sunshine. For Godot Wild Jam #69 - "VOID."
+ Team: S. Brian Zavala (art/design), **Mica Gardone** (programming/design/audio)
+ Itch: https://hangoversunshine.itch.io/defcon-junior
+ Ranked 2nd out of 189 entries.

KATAMARI MEATBALL (2024). Hangover Sunshine. For Godot Wild Jam #68 - "FORGE."
+ Team: S. Brian Zavala (art/design), **Mica Gardone** (programming/design/audio)
+ Itch: https://hangoversunshine.itch.io/katamari-meatball
+ Ranked 51st out of 155 entries.

HEAD HONCHO (2024). Hangover Sunshine. For Godot Wild Jam #65 - "OVERLOAD."
+ Team: S. Brian Zavala (art/design), **Mica Gardone** (programming/design/SFX)
+ Itch: https://hangoversunshine.itch.io/head-honcho
+ Ranked 36th out of 159 entries.

KaRu (2022). Mirror Studio. Published through Steam.
+ Role: Writer, credited as Michael Gardone
+ Steam: https://store.steampowered.com/app/1834000/KaRu/

Ballad of the Masked Bandits (2020). Big Boot Stoodts, LLC.
+ Role: Lead Engineer, credited as Michael Gardone
+ Steam: https://store.steampowered.com/app/1280070/Ballad_of_The_Masked_Bandits/

Harass (2019). Team Hangover Sunshine.
+ Team: S. Brian Zavala, **Mica Gardone** (credited as Michael Gardone), Sam Howard
+ Itch: https://hangoversunshine.itch.io/harass **(Password: 4467)**
+ Voted "Most Interesting Game" of the Spring 2019 Alternative Game Development Cohort.

SERVICE TO PROFESSION
Program Committee Member
+ 2023 Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

Artifact Reviewer
+ 2023 Artificial Intelligence and Interactive Digital Entertainment (AIIDE)

OTHER PROFESSIONAL EXPERIENCE
Evolve IP   King of Prussia, PA, USA
Software Engineer Intern, May - August 2017.