

Julia Schwarz

<https://juliaschwarz.net>

EDUCATION

- Ph.D., Human-Computer Interaction** 2009-2014
School of Computer Science, Carnegie Mellon University, Pittsburgh, PA
Eight first-author publications (13 total) at top tier conferences CHI and UIST.
- B.S., Computer Science with College Honors, *summa cum laude*** 2004-2008
University of Washington, Seattle, WA. GPA 3.97/4.0

PROFESSIONAL EXPERIENCE

- Principal Software Engineer** Microsoft HoloLens 2015 - Present
- Brought new input model to HoloLens 2, allowing users to directly interact with holograms using their hands. Led entire effort from research prototype to shipping product, [presented work at HoloLens 2 announcement at MWC Barcelona in 2019](#).
- Filed over 20 patents, created over 100 prototypes and reports.
- Technical lead for [Mixed Reality Toolkit](#), an open source UX toolkit for AR / VR.
- Individual contributor to HoloLens 1 and HoloLens 2 shell codebases. Wrote two-handed manipulation for HoloLens 1, HoloLens 2, and Windows Mixed Reality (VR).
- Co-Founder and Director of Research** Qeexo 2012 - 2015
- Co-founded Qeexo to commercialize PhD research project, FingerSense. Led the machine learning team to Qeexo's first commercial success with Huawei.
- Grew engineering team from 2 to 9 full time employees (hiring & training).
- Built Smart Screenshot app currently shipping over 300 million Huawei phones.
- Developed 90% of recording tools & demo applications (Android, iOS, Windows).
- Research Intern (three summer internships)** Microsoft Research 2010-2013
- Built a probabilistic user interface toolkit for the Kinect.
- Developed, evaluated visualization to help people assess credibility on web.
- Developed gestural input techniques used in Kinect for Xbox One.
- Software Engineering Intern (three summer internships)** Google 2007 - 2009
- Developed live update pipeline as well as analysis tools for large data source.
- Built prototypes of next-gen search engine; built rapid prototyping framework.
- Designed, implemented a web API; developed an interactive JavaScript UI.

AWARDS AND HONORS

- NextReality's 30 people to watch in AR/VR** for work on HoloLens 2 input model. 2019
- Forbes 30 under 30** for leadership at Qeexo. 2015
- Microsoft PhD Fellowship** awarded to outstanding CS PhD students. 2012-2014
- First Place, UIST Student Innovation Contest (2X)** for in-air keyboard, touch mouse. 2011, 2009
- Grand Prize, Microsoft Intern Windows Phone 7 Application Contest** (Microsoft) 2011
- NSF Graduate Research Fellow** for outstanding research as undergraduate 2009-2012
- Computer Science Outstanding Senior Award** (University of Washington) 2009
- Goldwater Scholar** (University of Washington) 2006-2007
- Member, Phi Beta Kappa** (University of Washington) 2007-Present
- Presidential Medalist** for top academic performance, class size 9,000 students 2005