AHNA GIRSHICK

ahna.girshick@gmail.com lightdark.org @ahna_girshick Lives and works in Berkeley, CA

Group Art Exhibitions

2024	Ripples, University of California School of Law, San Francisco, CA curator Esther Mallouh (forthcoming)
	Curating AI, 120710, Berkeley, CA curators Joshua Bloom, Claudia Blom, Steve Lomprey
	Doomscapes and the Digital Beyond, ARC Gallery, Chicago, IL curator Curtis Anthony Bozif
	<u>A Way of Seeing Everything & Nothing</u> , <u>Ely Center of Contemporary Art</u> , New Haven, CT curator Something Projects
2023	Coded Creativity: Exploring the Intersection of Art and Algorithms, Hera Gallery, Wakefield, RI curator Kate McNamara
	Within Sight Or From Imagination, Gearbox Gallery, Oakland, CA curator Jeremy Morgan
	Espirit de L'Escalier, I Like Your Work curator Alicia Puig
2022	Mirror Material, Southern Exposure, San Francisco, CA curator Tiger Strikes Asteroid
2015	NEAT: New Experiments in Art and Technology, Contemporary Jewish Museum, San Francisco, CA
2014	Digital Revolution, Barbican Centre, London, UK
	Sónar 2014, Barcelona, Spain
2013	Sónar 2013, Barcelona, Spain
	Zero1 Garage, San Jose, CA
	Sound in Space, The Museum of Modern Art, New York, NY

Education

Postdoctoral Fellow in Computer Science, University of California, Berkeley, CA, 2010-11
Postdoctoral Fellow in Psychology and Neuroscience, New York University, NY, NY, 2007-10
Ph.D. in Vision Science, University of California, Berkeley, CA, 2007
M.S. in Computer Science (Cognitive Sci + Sci Comp minors), University of Minnesota, Twin Cities, MN, 1999
B.S. in Computer Science (AI + HCI emphases), University of Minnesota, Twin Cities, MN, 1996

Recognitions

2019	RE•WORK 30 Influential Women Advancing AI in 2019
2014	Webby Award Honoree (for Synthetica, with Scott Snibbe)
2013	Apple's Best App of the Year Award for Art & Music (for Gravilux, with Scott Snibbe)
	Webby Award Honoree (for REWORK_, with Scott Snibbe)
	D&AD InBook Award for Digital Design (for REWORK_, with Scott Snibbe)
	ZKM App Art Award for Technical Innovation (for <u>Oscilloscoop</u> , with Scott Snibbe)
2009-12	Ruth L. Kirschstein National Research Service Award (NIH/NEI, 3-year fellowship)
2001-05	Computational Sciences Graduate Fellowship (DOE, 4-year fellowship)

Live Performance

2012	Animated concert visuals for Passion Pit (with Scott Snibbe), Webby Awards (NY)
2011	Animated concert visuals for Björk (with Scott Snibbe), Bestival, UK
	Animated concert visuals with Scott Snibbe, Pop-Up Magazine, San Francisco's Symphony Hall

Published Art Apps (with Scott Snibbe)

2013	METRIC Synthetica for iOS, 2014 Webby Award Honoree
2013	Oscilloscoop for iOS & LEAP, ZKM App Art Award for Technical Innovation
2013	Passion Pit Gossamer for iOS
2012	Gravilux for MacOS & Android, Apple's Best App of the Year Award for Art & Music
2012	<u>REWORK_ (Philip Glass Remixed)</u> for iOS, Webby Award Honoree, D&AD InBook Award
2013	<u>MotionPhone</u> for iOS

Select Press

30 Influential Women Advancing AI in 2019 RE•WORK, Dec 17, 2019.

Women Breaking Barriers in A.I. [interview] OnlineEducation. September 2018.

It's Almost Impossible to Make Bad Music with this App. FastCo Design, Dec. 9, 2013.

Rework (Philip Glass Remixed) app by Snibbe Studio. WIRED, Dec. 13, 2012.

A Magical App For Exploring A Philip Glass Remix By Beck. FastCo Design, Dec. 13, 2012.

Exploring Snibbe's New App Album For Philip Glass' REWORK_, Featuring Beck, Amon Tobin, Nosaj Thing, And More. The Creator's Project, Dec 13, 2012.

REWORK (Philip Glass Remixed) by Snibbe Studio. Creative Applications Network, Dec 13, 2012.

Metric Release 'Synthetica' Companion Album and App. Rolling Stone, Nov. 12, 2013.

Step Into an Optical Illusion. Science Friday. Oct 12, 2012.

The Probabilistic Mind. Science News feature. 180:18. Oct. 18, 2011.

Prior & prejudice. Nature Neuroscience "News & Views", 14:943-945. July 26, 2011.

Nintendo Warns Parents Of Eye Risks In 3-D Game, National Public Radio, January 3, 2011.

A Real Science of Mind, The New York Times, December 19, 2010.

3-D Movies Can Induce Headaches and Sickness, The New York Times, February 8, 2010.

Scientists uncover why picture perception works, Science Daily News, September 21, 2005.

Select Lectures & Podcast Interviews

Mar 2022	Guest Lecture, California College of the Arts, San Francisco, CA
Apr 2021	LOKA podcast interview of Ahna Girshick
Mar 2021	Al and Storytelling: Combining data science and DNA, with Dr Ahna Girshick, Teens in Al Podcast
Jan 2020	RE•WORK Women in AI, San Francisco, CA
Nov 2018	Open Data Science Conference, San Francisco, CA
May 2018	Rev Data Science, San Francisco, CA
July 2015	TTI/Vanguard Innundata, Philadelphia, CA
Oct 2013	Guest Lecture, Data Visualization course, University of San Francisco, CA
Feb 2013	ZERO1 Garage, San Jose, CA
Jan 2012	Intel Labs, Experience Insights Lab, Hillsboro, OR
Sep 2010	Center for Neural Science, New York University, New York, CA
Apr 2007	Max-Planck Institute for Biological Cybernetics, Tübingen, Germany
Jul 2006	New York University, Department of Psychology, New York, NY
Jun 2006	Université Paris 5, Laboratoire Psychologie de la Perception, Paris, France
Sep 2005	Max-Planck Institute for Biological Cybernetics, Tübingen, Germany
Aug 2005	European Conference on Visual Perception, La Coruña, Spain
Aug 2004	European Conference on Visual Perception, Budapest, Hungary
Jun 2000	Non-Photorealistic Rendering and Animation Conference, Annecy, France
Aug 1999	SIGGRAPH, Los Angeles, CA

Professional Work Experience in Vision, Data Visualization and A.I. Research

Manager, Computational Genomics Research, AncestryDNA, San Francisco, 2016 - 2021 (started as Research Scientist, then Senior Research Scientist)

- Responsible for leading multi-year research vision, managing research & data scientists, projects focused on developing data-driven actionable health and ancestral origin estimations from DNA
- Innovator in applied machine learning to create personalized stories based Ancestry's unique multi-modal dataset composed of DNA, health records, family trees, historical records and images
- · Delivered numerous public talks, co-inventor on multiple patents, conference presentations, papers

Head of Product, ENLITIC, San Francisco, CA. 2014 - 2016 (first employee, started as Senior Data Scientist) Named to MIT Tech Review's 50 Smartest Companies 2015 and 2016

- · Managed AI product using deep learning to make radiology faster, cheaper, more accessible
- Wore many hats across PR (WSJ, New York Times, WIRED, MIT Tech Review), client & investor pitches (raised \$15M), product development, data science, development of medical training datasets, produced a visualization shown on CNN

Data Science Fellow, INSIGHT DATA SCIENCES, Palo Alto, CA. Summer 2014

Senior Producer, Snibbe Studio (acquired by Eyegroove then Facebook 2016), San Francisco. 2012-2013

- Produced dozens of interactive music visualization apps with major artists including Björk, Philip Glass, Beck, Metric, Passion Pit, Feist
- · Leader from artistic vision, UX to deployment; Managed team of engineers, designers & artists
- Managed cross-platform app development for iOS, Mac, Android, Windows, LEAP Motion
- Twice a Webby Award Honoree, Museum of Modern Art (NY), WIRED, Rolling Stone, Apple's Best App of the Year

Computer Science Postdoctoral Fellow, UNIVERSITY OF CALIFORNIA, Berkeley, CA. 2011-2012

- · Advisors: Maneesh Agrawala (now at Stanford) and Hany Farid
- Researched optimizing human perception of data visualizations & machine learning of design styles

Postdoctoral Fellow in Laboratory for Computational Vision, NEW YORK UNIVERSITY, New York, NY. 2008-10

- 3-yr NIH NRSA Fellowship, published in Nature Neuroscience, press in Science News, NPR, Nature
- · Behavioral experiments, image analysis, neural networks, machine learning

Vision Science Graduate Student Researcher, UNIVERSITY OF CALIFORNIA, Berkeley, CA. 2001-2007

- Awarded 4-yr DOE Computational Sciences Fellowship to research visual perception of displays
- · Published results in Nature Neuroscience, SIGGRAPH, received press in NPR and New York Times
- Developed machine learning models of visual perception of virtual reality, 2D and 3D displays, sensory integration of multiple sources of information (stereo, perspective, focus, haptics)
- Designed & conducted human visual psychophysics experiments using C, C++, OpenGL

Research Assistant, NISSAN CAMBRIDGE BASIC RESEARCH at M.I.T., Cambridge, MA. 1999-2001

- · Programmed car-mounted computer vision to predict road geometry for early self-driving cars
- · Conducted behavioral experiments on the use of information in human reach and locomotion

Computer Science Research Assistant, UNIVERSITY OF MINNESOTA, Minneapolis, MN. 1998-1999

• Designed algorithm to mimic pen-and-ink style of traditional illustrators; Presented at SIGGRAPH.

Data Visualization Intern, SILICON GRAPHICS (SGI) Eagan, MN. Summer 1998

• Programmed prototypes for scientific visualization and high-performance computing (C++/OpenGL)

Data Visualization Intern, XEROX PARC & INXIGHT SOFTWARE, Palo Alto, CA, 1997

• User research on information visualization research prototypes (with Stuart Card & colleagues)

- Scientific Publications & Patents in Vision, AI, Data Viz, Genetics (50+ publications, nearly 5k citations)
 - Knight SC, ... AR Girshick*, EL Hong & CA Ball. <u>COVID-19 susceptibility and severity risks in a cross-sectional survey of over 500 000 US adults</u>. *BMJ Open* (2022) *corresponding author
 - COVID-19 Host Genetics Initiative. A first update to mapping the human genetic architecture of COVID-19. Nature 608 E1-E10 (2022)
 - **AR Girshick**, L Ruiz, J Reese (2021) Photo composites. US patent application.
 - G.H.L. Roberts,...**AR Girshick**, E.L. Hong, C.A. Ball, K.A. Rand. <u>Expanded COVID-19 phenotype definitions</u> reveal distinct patterns of genetic association and protective effects. *Nature Genetics* (2022)
 - Horowitz, J.E., ... AR Girshick, et al. <u>Genome-wide analysis provides genetic evidence that ACE2 influences COVID-19 risk and yields risk scores associated with severe disease</u>. *Nature Genetics* (2022)
 - COVID-19 Host Genetics Initiative. <u>Mapping the human genetic architecture of COVID-19</u>. *Nature* 600 472-7 (2021)
 - Anderson, **AR Girshick**, RE Curtis, B Wilson, DA Turissini. (2022) Characterizing heterogeneity with fine-scale population structure. US patent.
 - Roberts, GHL...**AR Girshick**, KA Rand, EL Hong & CA Ball. (2020) <u>AncestryDNA COVID-19 host genetic study</u> identifies three novel loci. *medRxiv*. 2020.10.06.2020586.
 - **AR Girshick** et al (2019) Estimation of phenotypes using DNA, pedigree, and historical data. US patent application.
 - RE Curtis, **AR Girshick**, AH Anderson (2019) Filtering genetic networks to discover populations of interest. US patent application.
 - Zhang, M, JM Granka, THL Nguyen, **AR Girshick**, H Arbel (2019). Phenotype trait prediction with threshold polygenic risk score. US patent application.
 - Curtis, RE, AR Girshick. Estimation of Recent Ancestral Origins of Individuals on a Large Scale. Proc Int'l Conf on Knowledge Discovery and Data Mining (KDD). (2017) [VIDEO] Selected for a talk.
 - Girshick, AR, MS Landy, EP Simoncelli. <u>Cardinal rules: visual orientation perception reflects knowledge of environmental statistics</u>. *Nature Neuroscience*, 14:926-932. (2011) **Received press in Science News, NPR, Nature and 600+ citations**.
 - Burge, J, **AR Girshick**, MS Banks. <u>Visual-haptic adaptation in the absence of feedback is determined by relative reliability</u>. *Journal of Neuroscience*, 30(22): 7714-21. (2010)
 - **Girshick, AR**, MS Banks. <u>Probabilistic combination of disparity and texture slant information: weighted averaging and robust estimation as optimal percepts</u>. *Journal of Vision*, 9(9):8. 1-20. (2009)
 - Banks, MS, R Held, AR Girshick. Perception of 3-D layout in stereo displays. Information Display, (2009)
 - Hoffman, DM, AR Girshick, K Akeley, MS Banks. <u>Vergence-accommodation conflicts hinder visual performance and cause visual fatigue</u>. *Journal of Vision*, 8(3):33.(2008) **Received 2k citations**.
 - Banks, MS, K Akeley, DM Hoffman, **AR Girshick**. <u>Consequences of incorrect focus cues in stereo displays</u>. *Information Display*, 24(7), 10-4. (2008)
 - Vishwanath, D, **AR Girshick**, MS Banks. Why pictures look right when viewed from the wrong place. Nature Neuroscience, 8(10), 1401-10. (2005)
 - Watt, SJ, K Akeley, **AR Girshick**, MS Banks. <u>Achieving near-correct focus cues in a 3-D display using multiple image planes</u>. *Proc. SPIE: Human Vision & Electronic Imaging*. (2005)
 - Banks, MS, HF Rose, D Vishwanath, **AR Girshick**. Where should you sit to watch a movie? Proc. SPIE: Human Vision and Electronic Imaging. (2005)
 - **Girshick, AR**. The psychology of art and the evolution of the conscious brain by Robert L. Solso (MIT Press). *Pattern Analysis & Applications*, 8(3), 256-7. (2005). Invited book review.
 - Akeley, K, SJ Watt, **AR Girshick**, MS Banks. <u>A stereo display prototype with multiple focal distances</u>. (SIGGRAPH) *ACM Transactions on Graphics*, 23(3), 804-11. (2004). Received nearly 400 citations.
 - **Girshick, AR**, V Interrante, S Haker, T Lemoine. <u>Line direction matters: An argument for the use of principal</u> directions in 3D line drawings. *ACM Non Photorealistic Animation & Rendering*. (2000)
 - Boer, ER, AR Girshick, T Yamamura, N Kuge. Experiencing the Same Road Twice: A Driver-Centered Comparison between Simulation and Reality. Proc. Driving Simulation Conference, 33-55. (2000) Early work on self-driving cars.
 - **Girshick, AR**, V Interrante. Real-time principal direction line drawings of arbitrary 3D surfaces. Computer Graphics Visual Proceedings (SIGGRAPH), 271. (1999)