

LARISSA SCHIAVO

PROFILE

Interdisciplinary researcher focused on technological history, and AI and general purpose technologies' impacts on humanity, examined from a long timescale.

Currently doing independent research – writing has had a net reach of ~30,000 readers so far

Experience in developing and executing strategies based upon many research sources to address issues in AI

SKILLS

- Machine Learning, Tech Policy, Artificial Intelligence, Deep Learning, Effective Altruism
- Python, Lua, Ruby, JS, HTML / CSS, Data Analysis
- Live event production, audio engineering, content management systems
- Certified Scrum Master, Agile development, product management
- Researching emerging trends, research accessibility, ML community involvement

CONTACT

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EXPERIENCE

ORGANIZER, Women in Machine Learning Un-Workshop at ICML 2020

Organized a virtual workshop alongside other women in machine learning, featuring 100+ posters, ~30 breakout sessions, and ~400 participants with an international team. Hosted panel with Doina Precup, Anima Anandkumar, and others. Wrote a paper coauthored with other organizers ([Convening during COVID-19](#)).

Independent Research, 2019-2020

FUTURE OF WORK | LANGUAGE MODELS | AI IN SOCIETY

Writing featured in the import.ai newsletter (largest AI policy newsletter), total reach of ~30,000 views ([The loom and the thresher: Lessons in technological worker displacement](#)).

OpenAI, 2017-2018

PROGRAM MANAGER | AI TRAINER | FOCUS ON SOCIAL GOOD

Created Scholars, Fellows program at AI research organization to surface and address social, ethical, and accessibility issues. Managed teams of up to 20 scholars, interns, and fellows. Partnered with mentors across globe and firms throughout bay area. Reported to COO.

Top achievements

- Created OpenAI Scholars Program with co-founder—secured \$250K sponsorship with AWS. Created cross-company effort for Scholars Program to change demographics of ML and engage in mentorship, introduced new researchers from all across US, The Navajo Nation, and the world.
- Produced educational material and frameworks on subjects like equity and inclusion, AI ethics, and leading with empathy. Created technical-skill-based selection process that reduced bias and increased accessibility—scaled process and reduced time from 40 hours to 10 hours
- Created gym-retro dataset—reverse-engineered >1,000 retro games for RL training
- Developed Fellows program playbook and curriculum for beginning RL researchers with input from every research team at OpenAI, collaborated with dozens of different researchers, gave guidance on intersectionality
- Produced Dota Showmatch event with 80K viewers on Twitch that yielded onslaught of public relations and interest in Deep RL, produced numerous paper release videos

OTHER NOTABLE EXPERIENCE

MURAL, 10/2015 – 11/2016, Manager of Content Marketing | Business Development, first hire in San Francisco. Led global marketing team.

SomaTone Interactive, 6/2015 – 9/2015, Producer/Audio Engineer, managed voiceover for Riot Games, Super Evil Mega Corp., Gameloft, and Frima.

EDUCATION & INTERESTS

UNIVERSITY OF SOUTHERN CALIFORNIA (USC)

Bachelor of Arts – Film and Television Production

- Dean's Scholarship, Resident Honors Program Scholar, Variety's 100 Students to Watch

App Academy, full stack web development, < 3% acceptance rate

Associations – Women in Machine Learning, Women Who Code, Latinx in AI

Passions – Tech accessibility, equity and inclusion, leading with compassion, fixing things, bringing technical skills to non-technical work