Jeremy Zehr

LINGUIST & APPLICATION DEVELOPER

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Education

Institut Jean Nicod, ENS   *Paris, France*
PHD IN LINGUISTICS   *December 2014*

- **European Summer School in Logic, Language and Information**, Düsseldorf, Germany & Opole, Poland — *2013 & 2012*
- **University of California**, Los Angeles, USA — *Quarter Abroad Spring 2012*

Skills

Languages   JavaScript (+HTML&CSS), Ruby, SQL, R, PHP, Dart, Perl (notions), Python (notions), C# (notions)
Frameworks   Svelte, Rails, Flutter, AWS, Amplify, Docker, Linode

Experience

Linguistic Data Consortium, University of Pennsylvania   *Philadelphia, PA*
APPLICATION DEVELOPER   *2020 - 2022*

- Designed a mobile (flutter) app to record audio interviews and automatically send them to distant storage space
- Designed a Javascript module to augment web pages with step-by-step guides highlighting target elements
- Implemented pipelines to transfer and normalize audio & video data collected by collaborators
- Implemented a private, LDC-specific instance of the PCIbex Farm 🔗
- Supervised new recruits

University of Pennsylvania   *Philadelphia, PA*
POST-DOCTORAL FELLOW   *2015 - 2020*

- Experimental research in Linguistics
- Development, support and tutorials for the PENNCONTROLLER solution for online experiment design 🔗

Institut Jean Nicod, ENS   *Paris, France*
PHD STUDENT   *2012 - 2014*

- Theoretical & experimental research in Linguistics

LLING University of Nantes   *Nantes, France*
WEB DEVELOPER   *Oct. 2011 - Dec. 2011*

- Development of the former website of the Laboratory of Linguistics, Nantes (Joomla)

Personal Projects

PennController for IBEX

                                                                                        2018 - PRESENT

- Solution for online experiment designs: Mini-language for experiment designers (JavaScript framework)
- Documentation and support (forums, emails, …)   `https://doc.pcibex.net/`
- Portal for hosting and developing experiments (Ruby on Rails deployed on AWS)   `https://farm.pcibex.net/`

Adventure Game Studio, modules and support (C# family)

                                                                                        2008 - 2015

- Module to design platform games   `https://adventuregamestudio.1fr1.net/t1845-module-jeu-de-plateforme` (French)
- Module to save text in PDF format   `https://adventuregamestudio.1fr1.net/t2062-module-pdffile` (French)
- Module to add support of Regular Expressions `https://adventuregamestudio.1fr1.net/t2162-expressions-regulieres` (French)

Languages

French   Native
English   Fluent (reading, speaking, writing)
Spanish   Notions (advanced reading, beginner speaking/writing)