

UX Researcher & Front End Engineer specializing in interactive motion design and data visualization.



## **EDUCATION**

B.S. Cognitive Science & B.A. Linguistics

University of California, Santa Cruz June 2015

## SUMMARY OF QUALIFICATIONS

RESEARCH Experimental design, behavioral studies, needfinding, user testing, and data analysis.

DESIGN Information architecture, cognitive load, and prototyping.

DEVELOPMENT Agile methods, semantic HTML, accessible CSS, documented JavaScript.

LEADERSHIP Project management, team building, and issue resolution.

## **TECHNOLOGIES**

RESEARCH Python, R, SQL, SPSS, SuperLab
DESIGN Blender, Figma, Illustrator, Invision

FRONT END vanilla JS, VUE

ANIMATION gsap.js, three.js, WebGL TOOLING GIT, Node.js, WebPack

ENVIRONMENTS bash, Linux, macOS, Windows



## **MILESTONES**

2022 Productivity Visualizer - Personal Project

Building a Progressive Web App & web extension to monitor productivity.

2021 Interactive 3D Brain Model - Personal Project

Teaching myself advanced modeling techniques.

2020 Academic Success Mentor

Guided and advised an at risk student. Student successfully graduated.

2019 Peer Reviewed Journal Publication

Zyzik, E.C., & Sanchez, R.A. (2019). Beyond accuracy: Heritage speakers' performance on two kinds of acceptability judgment tasks. *Applied Psycholinguistics*, 40(3), 645-671.

2018 Private Tutor

Tutored college students in mathematics as well as international students in English.

2017 Data Analyst

Performed exploratory analysis, inferential analysis, data visualizations, and reports.

2016 Annotator

Annotated social media content for computational modeling of narrative summarizations.

2015 B.S. Cognitive Science, B.A. Linguistics

Graduated with 2 bachelor degrees.

2014 Research Assistant

Designed studies, prepared stimuli, ran experiments, analyzed and reported data.

Bonus: High proficiency in English, Italian, and Spanish. Currently learning Japanese.