

# Ruben A. Sanchez

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🏠 rubenasanchez.com

in rubenasanchez

## Education

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B.A. Linguistics	University of California, Santa Cruz	June 2015
B.S. Cognitive Science	University of California, Santa Cruz	June 2015

## Publication

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Zyzik, E.C., & Sanchez, R.A. (2019). Beyond accuracy: Heritage speakers' performance on two kinds of acceptability judgement tasks. *Applied Psycholinguistics*, 40(3), 645-671.  
<http://doi.org/10.1017/S0142716418000760>

## Skills

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Programming	Python, R, HTML, CSS, JavaScript, Three.js, WebGL, GIT, L <sup>A</sup> T <sub>E</sub> X, CLI
Research	E-Prime, Superlab, Praat, Audacity, ELAN, SPSS, Mendeley, Zotero
Design	Illustrator, After Effects, Figma, Invision, Blender
Leadership	Project Management, Team Building, Issue Resolution
Languages	English, Italian, Japanese, Spanish
Expertise	Web Development, Illustration, 2-D Animation, 3-D Animation

## Experience

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### Data Analyst

University of California, Santa Cruz	Bilingualism Research Lab
2017 to 2018	
Performed data munging, exploratory analysis, inferential analysis, and data visualization.	

### Annotator

University of California, Santa Cruz	Natural Language & Dialogue Systems Lab
2016	
Annotated social media content for computational modeling via language entrainment and narrative summarizations.	

### Research Assistant

University of California, Santa Cruz	Cognitive Science Department
2013 to 2014	
Coded acoustic data with Praat and video data with After Effects for a linguistic phonetic study.	

### Research Assistant

University of California, Santa Cruz	Linguistics Department
2012	
Developed, implemented, and completed a phonological study. Designed and prepared stimuli, scheduled and ran participants, as well as analyzed and reported data.	

## Teaching Experience

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### Private Tutor

2018 to 2019

Tutored college students in mathematics.

### Volunteer Tutor

2018 to 2019

Tutored international students in English composition.

## Current Projects

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### Dashboard Design

#### Stage I

In the process of using human computer interaction principles to design a web based dashboard for centralizing and streamlining research writing workflows.

#### Stage II

Create working prototypes of the design and test with potential users.

#### Stage III

Develop the concept as a web based interface with offline support so that it can be utilized on any device and any location.

### Web Based Interactive 3D Brain Model

Teaching myself advanced 3D modeling methods for developing an interactive model of the human brain which displays areas currently known to be pertinent to the perception and production of linguistically relevant sounds.