RUBEN A. SANCHEZ

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in rubenasanchez

EDUCATION

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

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

PUBLICATION

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

Programming Python, R, HTML, CSS, JavaScript, Three.js, WebGL, GIT, LATEX, 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

Data Analyst

University of California, Santa Cruz

Bilingualism Research Lab

 $2017\ \mathrm{to}\ 2018$

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

Private Tutor

2018 to 2019

Tutored college students in mathematics.

Volunteer Tutor

2018 to 2019

Tutored international students in English composition.

CURRENT PROJECTS

Dashboard Design

Stage 1

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.