BUBEN A SANCHEZ

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* rubenasan	chez.com	♥ ruben_a_sanchez	in rubenasanchez
EDUCATIO	N —		
2015 2015	B.A. Linguistics B.S. Cognitive Science		University of California, Santa Cruz University of California, Santa Cruz
RESEARCH	I EXPERIENCE —		
2017 to 2018		g data pre-processing, cod	University of California, Santa Cruzing, quality control, exploratory d completing written reports.
2016	Annotator - Natural Language & Dialogue Systems — University of California, Santa Cruz Annotated social media content for computational modeling via language entrainment and narrative summarizations.		
2013 to 2014	Research Assistant - Cognitive Science Department University of California, Santa Cruz Coded acoustic data with Praat and video data with After Effects for a linguistic phonetic study.		
2012	Research Assistant - Linguistics Department University of California, Santa Cruz Developed, implemented, and completed a phonological study. Designed and prepared stimuli, scheduled and ran participants, as well as analyzed and reported data.		
TEACHING	EXPERIENCE —		
2020	Academic Success Mentor Served as advisor for student at risk of loosing residency due to failed coursework. - Guided student through studying best practices. - Developed a strategy plan for completing assignments. - Advised on stress coping mechanisms and directed to resources. - Student successfully completed the quarter and graduated.		
2018 to 2019	Private Tutor Tutored college students i	n mathematics.	
2018 to 2019	Volunteer Tutor Tutored international students in English composition.		
PUBLICAT	ION —		
2019		lity judgment tasks. Appli	racy: Heritage speakers' performance ed Psycholinguistics, 40(3), 645-671.

Macquarie Group Scholarship

AWARDS

2021

SERVICE

2014 Community Liaison - Undergraduate Research Science Association

SUMMARY OF QUALIFICATIONS

Expertise Cognitive research, neurolinguistics, phonetic psycholinguistics, data visualization,

web development, illustration, and 2D animation.

Research Interested in investigating the neural circuitry responsible for the assignment of semantic

Interests coding onto phonetic units perceived as linguistically relevant.

Also interested in multimodal communicative strategies for human computer interaction.

Programming Python, R, SQL, HTML, CSS, JavaScript, GIT, CLI, bash, LATEX, markdown

Research E-Prime, SuperLab, Praat, Audacity, ELAN, SPSS, Mendeley, Zotero

Design Photoshop, Illustrator, After Effects, Figma, Invision, Blender

Leadership Project Management, Team Building, Issue Resolution

Languages English, Italian, Spanish, learning Japanese

CURRENT PROJECTS

2021 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 sounds relevant to language.

- Completed design of graphical user interface.
- Completed engineering of information architecture.
- Completed development of shell infrastructure.
- Conducting formal literature review for content incorporation.