

# Andrew Kyroudis

## Contact

480.636.9645

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## Education

### Carnegie Mellon University

Pittsburgh, PA | 2020-2021

Master of  
Human-Computer Interaction

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### Reed College

Portland, OR | 2016-2019

Bachelor of Arts - Psychology

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### Arizona State University

Tempe, AZ | 2014-2016

Electrical Engineering  
(no degree)

## Skills

Figma

EEG Hardware & Software

Experimental Design

User-Centered Research

Cognitive Neuroscience

MATLAB, Psychtoolbox

Python, JS, CSS, HTML basics

## Experience

### Post-Bac Research Assistant

Reed College Sensation Cognition Attention Language Perception (SCALP) Lab | Jan 2019 - Aug 2019

- Managed, lead lab work on video game experiment – part of Templeton World Charity Foundation's 'Accelerating Research on Consciousness', international adversarial collaboration to further consciousness science
  - Coordinated with international team members about video game experimental design, data collection & analysis, hardware compatibility, and more
  - Designed game dynamics and structure with programmers; tested video game for desired behavior from participants and recorded simultaneous neural (EEG) data
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### Undergraduate Research Assistant

Reed College Psychology Dept | May 2018 - Aug 2018

- Part of National Science Foundation (NSF) Grant to advance consciousness science with a series of experiments recording EEG and fMRI data
- Managed, lead lab work on visual masking experiment – part of NSF suite of experiments
- Designed and programmed all experimental scripts in MATLAB, analyzed and organized all data

## Publications & Presentations

May 2020 (Journal of Neuroscience) – “Distinguishing the neural correlates of perceptual awareness and post-perceptual processing”

July 2019 (London, ON, Canada) - Association for the Scientific Study of Consciousness (ASSC)

November 2018 (San Diego, CA) - Annual Meeting of the Society for Neuroscience (SfN)

July 2018 (Hood River, OR) - Cognitive Science Association for Interdisciplinary Learning (CSAIL) Meeting