

Education

MFA, Design + Technology (expected 2020) | Parsons School of Design at The New School

BA, Linguistics (2012) | Stanford University

Teaching Experience

Introduction to Code, Parsons School of Design at The New School (2019)

- Teaching Fellow for 3-week intensive coding course for incoming MFA Design + Technology students.

Intro to NLP “Dorkshop”, Parsons School of Design at The New School (2020)

- Co-led natural language processing [workshop](#) as part of Design + Technology’s peer-to-peer learning series.

Machine Learning for Program Managers, Google (2018)

- One of five selected speakers for Google-internal education course on machine learning tools, methodologies, and applications— including critical discussion of topics like training bias.
- Presented to more than 200 employees across diverse organizations, skill levels, and job functions.

Creative Research

Researcher, Designer, & JavaScript Coder, Independent Study advised by Justin Bakse (2020 - present)

- Research, design, & develop [Text Playground](#)— a web tool for writing text manipulation programs.

RA & JavaScript Coder, [Coded Textiles Project](#) with Anetten Millington (2019 - present)

- Create digital algorithms to explore the mathematical, material, and cultural qualities of textile embellishment.

RA & Python Coder, Floral Cosmonauts Project with Harpreet Sareen (2019)

- Created a physical art installation for a very unfamiliar physical reality: microgravity.
- Installation was successfully [launched into space](#) aboard Blue Origin’s New Shepard.

Industry Experience

Lead Quality Assurance, Local No. 12’s *Dear Reader* game (2019 - present)

- Lead quality assurance efforts for [Dear Reader](#), a game of literary wordplay on Apple Arcade.

Computational Linguist, Google (2018)

- Built Natural Language Understanding (NLU) grammars for products like Search and Assistant.
- Published weekly, executive-facing launch recommendation reports for all new NLU grammars.

Program Manager, Google (2015 - 2018)

- Led data annotation program for supervised machine learning technologies like Automatic Speech Recognition.
- Directly managed a team of five junior employees; led technical training and advised through 1:1 meetings.
- Liaised between infrastructure engineers, researchers, and legal teams to define user data policies.

Data Evaluator & Project Manager, Google contracted via Adecco (2013 - 2015)

- Applied linguistic knowledge to computational projects, with a focus on complex internationalization.
- Wrote context-dependent ([Thrax](#)) grammars for Google’s core Automatic Speech Recognition (ASR) pipeline.
- Analyzed the extent to which ASR models support different (esp. marginalized) US regional dialects.

Project Manager, Year of the Bay Project @ [Center for Spatial and Textual Analysis](#) (2012 - 2013)

- Critically evaluated the use of non-academic web populations for scholarly research.

Technical Skills

JavaScript (vanilla JS, class-based JS, P5.js, Vue.js, Node.js, Three.js, Socket.io, Webpack), **HTML**, **CSS**, **OpenGL Shading Language**, **Python**, **SQL**, **Processing**, **Clojure**, **Perl**, **Bash**, **OpenGrm Thrax**, **Git**, **GitHub**.