CHAD UHL
CURRICULUM VITAE

+1 913 832 9516
chaduhl36@gmail.com
chaduhl.com

PROFILE

I leverage my background in Computer Science and ancient languages to analyze language and other unstructured data computationally. This has so far taken shape as Natural Language Processing (NLP), but I'm eager to apply my skills in other venues.

When I'm not in the office, you can usually find me in the garden, working on a new recipe, or gaming.

SKILLS

I have experience in a variety of softwares and programming languages, the main ones of which are listed below.

SOFTWARE

Python	Unity
Java	Illustrator
C++	Photoshop
C#	InDesign
SQL	HTML & CSS

LANGUAGES

Swedish	ELEMENTARY
Spanish	ELEMENTARY
Italian	ELEMENTARY, READING
Latin	FULL PROFESSIONAL
Greek	FULL PROFESSIONAL
English	NATIVE SPEAKER

Natural Language Processing
Public Speaking
Teaching

WORK EXPERIENCE

Designer
University of Kansas, Dept. of Classics
July 2020 - Present

Currently designing an interactive game for an archaeological site in Unity. This project focuses on engaging the player with 3D models of actual artifacts and monuments from the Roman-period of ancient Turkey. It will accompany a scholarly book publication as well as a site dedicated to preserving and displaying the aforementioned 3D models.

Graduate Teaching Assistant
University of Kansas, Dept. of Classics
Aug. 2018 - July 2020

Taught a survey course in ancient epic poetry of the Mediterranean. Served as teaching assistant for Intro to Greek & Roman Myth, Ancient Epic Tales, and Intro to Ancient Greek. Designed and taught an Intermediate Latin class focused on Vergil's *Aeneid*. Responsible for crafting my own syllabi, lesson plans, lectures, and assignments.

Graduate Research Assistant
University of Kansas, Dept. of Classics
Aug. 2018 - July 2020

Led a team responsible for designing a new website and restructuring the database for the Wilcox Classical Museum. Built it to user and university specifications while researching best practices and field standards. Wrote documentation for the site and my process as well as tutorials for future users.

Graphic Designer
University of Kansas, Office of Study Abroad
May 2015 - Aug. 2016

Collaborated with the Outreach Coordinator, Program Coordinators, and Director to maintain/update outreach materials. Crafted new materials for events and special projects. Advised students interested in studying abroad.

SERVICE

Workgroup Founder
Computational Text Analysis Workgroup
Aug. - Dec. 2018

Established and led a workgroup for those interested in learning the basics of Python and computational text analysis of Latin and Ancient Greek. Convened bi-weekly and provided tutorials on Natural Language Processing.

EDUCATION

Master of Arts, Classics *University of Kansas*
Aug. 2018 - May 2020

Thesis: *The Gods of the Roman Family: Domestic Religion and Imperial Literature at Rome*
Certificate in Ancient Numismatics, Certificate in Sailing. Research in NLP. Coursework in Greece.

Bachelor of Arts, Classical Languages & Antiquity *University of Kansas*
Aug. 2013 - May 2018

University and Departmental Honors, several fellowships, scholarships, and awards.
Coursework in Computer Science. Studied abroad in Scotland.