

# Charlotte J. Lambert

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## Education

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- **University of Illinois Urbana-Champaign** Urbana, IL  
*Ph.D. in Computer Science* 2020-present
  - Advisor: Eshwar Chandrasekharan
  - Research Interests: Social Computing, Natural Language Processing
  - Recipient of the *Saburo Muroga Endowed Fellowship*, 2020-2021
- **Vassar College** Poughkeepsie, NY  
*Bachelor of Arts in Computer Science, Minors in Mathematics and Italian; GPA: 3.9/4.0* 2016-2020
  - Thesis: *Temporal Exploration of the Proceedings of Old Bailey*
  - Research Advisors: Jonathan Gordon and Jennifer Walter
  - Graduated with general and Computer Science departmental honors

## Teaching Experience

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- **Discrete Math (CS 173)** University of Illinois at Urbana-Champaign  
*Teaching Assistant, Instructor: Dr. Margaret Fleck* Spring 2021  
Guide weekly group discussions for seven groups of approx. 6 students; Evaluate weekly exams.
- **Introduction to Computer Science (CS 125)** University of Illinois at Urbana-Champaign  
*Teaching Assistant, Instructor: Dr. Geoffrey Challen* Fall 2020  
Co-led an optional weekly recap of course material for between 50 and 100 undergraduates.

## Research Experience

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- **Graduate Research Assistant** Urbana, IL  
*Department of Computer Science, University of Illinois Urbana-Champaign* Summer 2021
  - Advisor: Eshwar Chandrasekharan
  - Project: *Conversation-Level Resilience to Bad Actors in Reddit Communities*
- **Undergraduate Research Assistant** Poughkeepsie, NY  
*Department of Computer Science, Vassar College* 2018-2020
  - Advisor: Jonathan Gordon; Project: *Computational Models of Literary Variation*
  - Assisted on projects related to natural language processing
  - Analyzed patterns in data collected about the use of language in a corpus of books
  - Area of Work: Natural Language Processing
- **Distributed Research Experiences for Undergraduates (DREU) Intern** Urbana, IL  
*Department of Computer Science, University of Illinois Urbana-Champaign* Summer 2019
  - Advisor: Julia Hockenmaier; Project: *Collaborative Dialogue in Minecraft*
  - Worked with Professor Hockenmaier and a team of graduate and undergraduate students
  - Started building fully interactive agents to communicate using natural language in a 3D environment
  - Used concepts in NLP and deep learning to improve quality of utterances generated by two agents
  - Worked on neural network to recognize shapes in 3D with nearly 100% accuracy
- **Research Experiences for Undergraduates (REU) Intern** Los Angeles, CA  
*University of Southern California Institute for Creative Technologies* Summer 2018
  - Advisor: Jonathan Gratch, Gale Lucas; Project: *Impact of AI on User Psychology*
  - Developed and optimized code to support a system to be used to carry out a future study
  - Worked to create realistic AI capable of negotiating online with users and other AIs

## Professional Service

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**Sub-reviewer** “AAAI-MAKE: Combining Machine Learning and Knowledge Engineering Practice,” AAAI Spring Symposium 2020, Stanford University

## Languages

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Italian (proficient); Spanish (reading)

## Programming

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Python, Java,  $\text{\LaTeX}$ , C/C++, R, Matlab, Dr Racket/Scheme