

Elena Churilov

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SKILLS Ruby/Rails, JavaScript, SQL, React/Redux, MongoDB, Express.js, Node.js, D3.js, HTML5 Canvas, CSS3, RegEx

PROJECTS

Solovoi | Voronoi cell diffusion visualization | *D3.js, HTML5 Canvas* | Sole Developer [live](#) | [github](#)

- Used **d3-delaunay** library to compute **Voronoi diagram** based on random array of coordinates
- Tracked mouse location and up/down events using **event listeners**, allowing painting of active cells
- **Calculated cell neighbors** and **updated successive states** diffusing color across the cell matrix

Current | Trending content aggregator | *MongoDB, Express.js, React/Redux, Node.js* | Team of four [live](#) | [github](#)

- Set up protected routes using **JSON Web Token** to track user sessions and show a personalized home page
- Implemented **RESTful API** for storing search queries as **JSON** objects, allowing users to bookmark them
- Styled dropdown element allowing users to **filter search results** by APIs

Eris | Live chat application | *PostgreSQL, Ruby/Rails, React/Redux* | Sole Developer [live](#) | [github](#)

- Engineered **relational databases** to track connections between user accounts, servers, channels, and messages
- Made functional, stylish components for **site navigation** within **single page application**
- Leveraged **lifecycle methods** to avoid unnecessary rerenders while keeping components updated appropriately

EXPERIENCE

Speech and Language Manager | [Voicera](#) Mar 2017 – Apr 2018

- Collected **user experience** data from usage statistics and **think-aloud testing**
- Created and presented **data visualization** using **Chartio/SQL**
- Managed collection, labeling, and transcription of **ASR** training data on crowdsourcing platforms such as **MTurk**
- Used **Praat** and **Audacity** to segment, label, and transcribe training data for **machine learning**
- Reviewed internal and user-facing recordings for **audio quality** and **transcription accuracy**
- Advised on aspects of **voice user interface design**, including phonetic confusability, idiomaticity, and sociolinguistic concerns such as gendered pronouns

Speech and Language Researcher | [Amazon Lab126](#) Mar 2016 – Feb 2017

- Collected speech data from participants for training **far-field voice activated digital assistant** devices
- Created and maintained **participant database** and emailing scripts in **Excel/VBA**
- Designed **Qualtrics** surveys, graphics, and email templates for recruiting research participants
- Researched and recommended **audio engineering** equipment to improve recording quality
- Led team of researchers in collecting data in a variety of **field environments representative of actual use**
- **Meticulously documented protocol** and trained new hires

Graduate Researcher | *Stony Brook University* | [Psycholinguistics](#) | Dr. Susan Brennan Aug 2012 – Feb 2016

- Reviewed literature and conducted research on **computer-mediated collaborative visual search**
- Recorded, transcribed, and coded participant **eye-tracking**, mouse, and audio data
- Used **Python**, **Excel**, and **SPSS** for **data modeling** and **statistical data analysis**
- Cited in [Brennan & Hanna, 2017. Psycholinguistic Approaches](#)

EDUCATION

App Academy | *Full-stack Web Development* Aug 2018 – Nov 2018

Stony Brook University | *MA Cognitive Psychology* Aug 2012 – May 2014

UC San Diego | *BA Psychology* | *BA Linguistics (Cognition and Language)* Jan 2007 – Jun 2011

- RAships in [Language Production Lab](#), [Computational Psycholinguistics Lab](#), [Computational Linguistics Lab](#)
- Internship at [SYSTRAN](#)

VOLUNTEER WORK

Public Relations Lead | [Indie Games for Good](#) | Over \$100,000 raised for Child's Play, the EFF, SPLC, and GiveDirectly

- **Wrote and edited copy** for website, press release, outreach emails, and social media presence
- **Coordinated live interviews** and maintained correspondence with indie game devs, personalities, and sponsors
- Organized and **managed event schedule** and team member assignments on the fly