

# ELISABETH FITTSCHEN

Website ◇ Github ◇

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## EDUCATION

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**University of Hamburg**

M.S. in Computer Science

May 2025 (*expected*)

**Technical University of Clausthal**

B.S. in Computer Science

August 2023

## RESEARCH EXPERIENCE

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**Anno Plot [1]**

May 2023 - October 2023

*Supervisors: Dr. Cris Biemann, Tim Fischer*

Interactive Annotation Data visualization tool, allows for interactive user manipulation of the embedding space

**The Language of Zelda [2]**

May 2023 - November 2023

*Supervisors: Dr. Frank Steinicke, Sukran Karaosmanoglu*

ChatGPT agent based language learning game prototype

**Historical Language Modeling**

November 2024 - Present

*Supervisors: Dr. Tom Lippincott, Dr. Craig Messner*

Efficient pretraining of small language models for historical data isolation.

**Legal Latin Handwriting Transcription**

October 2024 - Present

*Supervisors: Dr. Tom Lippincott, Dr. Hale Sirin*

A handwriting transcriber for the low-resource field of Latin legal protocol.

**Solving NYT Connection**

November 2024 - Present

*Supervisors: Dr. Tom Lippincott*

Evaluating a variety of approaches on the well-know New York Times Connection Puzzle.

**Continuous Time Embedding Topic Model**

September 2024 - Present

*Supervisors: Dr. Tom Lippincott*

Adaptation of the dynamic Embedding Topic Model (DETM) to handle continuous time data.

## PUBLICATIONS

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- [1] E. Fittschen, T. Fischer, D. Brühl, J. Spahr, Y. Lysa, and P. T. Le, “AnnoPlot: Interactive visualizations of text annotations,” in *Conference of the European Chapter of the Association for Computational Linguistics*, 2024. [Online]. Available: <https://api.semanticscholar.org/CorpusID:268417286>.
- [2] S. Karaosmanoglu, E. L. Fittschen, H. Eyicalis, *et al.*, “Language of zelda: Facilitating language learning practices using chatgpt,” in *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems*, ser. CHI EA ’24, Honolulu, HI, USA: Association for Computing Machinery, 2024, ISBN: 9798400703317. DOI: 10.1145/3613905.3648107. [Online]. Available: <https://doi.org/10.1145/3613905.3648107>.

## ACHIEVEMENTS

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Honorable mention CHI 2024 (student game competition)

*Summer 2024*

## SKILLS/HOBBIES

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**Programming Languages**

Python, C/C++, React, OpenGL

**Machine Learning Tools**

Pytorch, Sklearn, Pandas, Numpy etc.