ELISABETH FITTSCHEN

Website ⋄ Github ⋄

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EDUCATION

Johns Hopkins University   *September 2024 - Feburary 2025*
Visiting Research Student (advised by Dr. Tom Lippincott)

University of Hamburg   *May 2025 (expected)*
M.S. in Computer Science

Technical University of Clausthal   *August 2023*
B.S. in Computer Science

RESEARCH EXPERIENCE

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

[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

Honorable mention CHI 2024 (student game competition) *Summer 2024*

SKILLS/HOBBIES

Programming Languages Python, C/C++, React, OpenGL
Machine Learning Tools Pytorch, Sklearn, Pandas, Numpy etc.