SANTIAGO GÓNGORA

MSc. Student
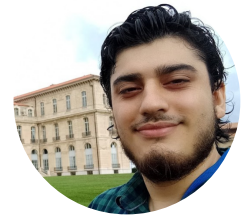
@ **sgongora@fing.edu.uy**   **Personal site**   **Google Scholar**   R^G **Research Gate**   **GitHub**

Montevideo, Uruguay   **Updated**: May 2024

SHORT BIOGRAPHY

I am a Master's student at Universidad de la República (Uruguay). Under the supervision of Dr. Luis Chiruzzo (Uruguay) and Dr. Gonzalo Méndez (Spain), I am currently working on modelling some of the mechanisms that human Game Masters need to run a classical Tabletop Role-playing Game. Among the many Natural Language Processing (NLP) and Computational Creativity problems to face, I am mainly focused on keeping the fictional word coherent after the actions taken by the players.

I also work as a teaching and research assistant at Universidad de la República (Uruguay). Specifically, I am a member of the NLP research group at Facultad de Ingeniería. Besides the main research topic for my thesis, I am also interested in the application of NLP in education and in Machine Translation for Low-resource languages. For my Bachelor's thesis I worked on boosting the performance for Spanish-Guarani machine translation using static word embeddings.

EXPERIENCE

Teaching & Research assistant

Universidad de la República

Jan 2020 – Present   Uruguay

As a member of the Natural Language Processing research group (GrupoPLN), I have collaborated in different activities, which I detail next.

- **Machine Translation for Low-resource languages**. For my Bachelor's thesis, I worked on enhancing Guarani-Spanish Machine Translation, publishing two papers in *ACL workshops. Later, we built the Jojajovai parallel corpus, presented at LREC2022. Recently, we developed a strategy to boost Neural Machine Translation for low-resource languages using grammar-generated text. The paper reporting this method is accepted to be presented at NAACL2024.
- **NLP in educational video games**. We are working with English and school teachers in an interdisciplinary project. The main objective is to design educational games that rely on NLP technologies, as a way to enhance interactivity for English teaching. We described the project in this paper.
- **Organization of shared tasks**: I was part of the organization team for some shared tasks at the Iberian Languages Evaluation Forum, on Factuality of events (2020), Computational humor (2021), Question Answering (2022), and Guarani-Spanish code-switching in texts (2023).
- **Member of the Iberamia2024 organizing committee**. This year, we are hosting Iberamia in Montevideo, Uruguay. I am helping to organize an NLP workshop and to keep the website up to date.

I also work as an assistant for lectures and practical classes. So far, the courses I have participated as an assistant are *Introduction to Natural Language Processing*, *Formal language theory*, and *Introduction to Databases*.

EDUCATION

MSc. in Computer Science

Universidad de la República (Uruguay)

August 2022 – Present

Thesis: "Enfoques para la narrativa interactiva improvisacional" (*Approaches to improvisational interactive narrative*)
Topics: *Interactive Narrative, Computational Creativity, Natural Language Processing*
Advisors: Luis Chiruzzo & Gonzalo Méndez

B.E. in Computer Science

Universidad de la República (Uruguay)

February 2022

Thesis: "Construcción de Recursos para la Traducción Automática Guaraní-Español" (*Resource building for Guarani-Spanish Machine Translation*)
Topics: *Machine Translation, Lexical semantics*
Advisor: Luis Chiruzzo

SELECT PUBLICATIONS

- S.Góngora, L.Chiruzzo, G.Méndez, P.Gervás (2023)."Skill Check: Some Considerations on the Evaluation of Gamemastering Models for Role-Playing Games"
- L.Chiruzzo, S.Góngora, A.Alvarez, G.Giménez-Lugo, M.Agüero-Torales, Y.Rodrıguez (2022). "Jojajovai: A Parallel Guarani-Spanish Corpus for MT Benchmarking"
- L.Chiruzzo, S.Castro, S.Góngora, A.Rosá, JA.Meaney, R.Mihalcea (2021). "Overview of HAHA at IberLEF 2021: Detecting, Rating and Analyzing Humor in Spanish"

For the full list, please check my Google Scholar page.

LANGUAGES

Spanish	*Native*
English	*Proficient*
Galician	*Intermediate*