

# Alejandro Ciuba

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## Education

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**University of Pittsburgh** August 2023 – Present  
*Ph.D. in Computer Science* Pittsburgh, PA

- **Research:** User-focused natural-language processing

**University of Pittsburgh** August 2019 – May 2023  
*B.S. in Computer Science* Pittsburgh, PA  
*Minors in Linguistics and Spanish* GPA: 3.97

## Experience

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**Human-Computer Interaction Research: Low-Resource Language Preservation** January 2024 – Present  
*Graduate Student Researcher under Dr. Aakash Gautam* Pittsburgh, PA

- Working on a literature review of NLP community engagement practices using the PRISMA framework
- Conducting interviews and thematic analysis to better understand how technology can benefit communities

**Linguistics Research** January 2022 – April 2022  
*Undergraduate Research Assistant under Drs. Alan Juffs and Na-Rae Han* Pittsburgh, PA

- Parsed video game scripts for pragmatics analysis using spaCy, nltk and BeautifulSoup
- Aided in the cleaning of the unpublished PELIC Speech Dataset

**Teaching Assistant Positions** August 2019 – April 2022  
*Computational Linguistics, Data Structures & Algorithms and Carnegie Library ESL Classes* Pittsburgh, PA

- Ran recitations/office hours for students, covering fundamental subject concepts
- Guided adult learners through vocabulary and grammar exercises

## Video Game Design

*Hackathon and class-project* Pittsburgh, PA

- Developed a game for a 6-week hackathon using Unity, LMMS and Aseprite
- Won best overall project and best beginner project
- Developed a short text-based adventure game using Twine

## Awards

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**K. Leroy Irvis Fellow** August 2023 – Present

**CSC Hacks Winner + Best Beginner Project** November 2020

Submission: *Flatland: The Game*

## Skills

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### Programming & Computation

- A wide variety of programming language (e.g., C, Python, etc.)
- Experience with Unity and Godot game engines
- Git, GitHub and GitLab
- Linux and bash script creation

### User Research Skills

- Quantitative and qualitative analysis via inferential statistics and thematic analysis
- User interview and survey creation