

# ELIZAVETA KRAVCHENKO

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## EDUCATION

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- Wesleyan University**, Middletown, CT May 2019  
*Bachelor of Arts*, Major: Psychology, Minor: Applied Data Analysis. Overall GPA: 3.86 /4.00
- The University of Texas at Austin**, Austin, TX May 2023  
*Master of Science in Information Studies*. Overall GPA: 4.00 /4.00
- Northeastern University**, Boston, MA May 2028  
*PhD Student, Interdisciplinary Design and Media*. Current GPA: 4.00 /4.00

## RELEVANT EXPERIENCE

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- School of Information**, *Academic Assistant*, The University of Texas at Austin Fall 2022
- Organized course materials and supported classroom operations in Dr. Min Kyung Lee's Intro to UX Design class
  - Led weekly office hours for undergraduate students; hosted Figma tutorial session to optimize student workflows
  - Lectured on foundational design justice principles, storyboarding, and ideation techniques
- Game U**, *Accelerate Instructor*, New York City January 2020 – June 2020
- Instructed students of varying abilities and ages in industry standard game production softwares and practices
  - Tackled syntax questions, provided 1-1 guidance in project development (Maya, Unity C#, Scratch)
  - Self-taught physics, modeling, and game development engines to enhance classroom instruction
- Sandbox Ops**, *Instructor*, New York City October 2019 – January 2020
- Instructed Pre K – 5<sup>th</sup> grade students in Robotics, HTML/JavaScript fundamentals, and videogame development skills
- Girls Who Code**, *Summer Immersion Program Instructor*, New York City June 2019 – August 2019
- Led a classroom of 20 high school girls and 2 teaching assistants in a rigorous introduction to computer science concepts (Python, Web Development (HTML/CSS/JavaScript), Robotics (Arduino), Data Science)
  - Supported hands-on coding projects through code-alongs and individual tutoring; spearheaded daily lectures
- Quantitative Analysis Center**, *Tutor*, Wesleyan University September 2017 – May 2019
- Assisted students from wide range of disciplines with data analytic skills (R, Stata), communicated statistical concepts
  - Member of GIS Assistants, 2016-2017; collaborated on a series of historical maps published in *Learning Empire*
- Wesleyan Media Project**, *Media Analysis Course Assistant*, Wesleyan University Fall 2018
- Offered design insight for effective data presentation to four specialized teams analyzing political ad data
  - Supported advanced research in social sciences class of 20 students in Stata and R languages
- Quantitative Analysis Center**, *Data Journalism Course Assistant*, Wesleyan University Fall 2017
- Assisted 20 students with R programming questions in class sessions and weekly office hours
  - Tutored in visualizations, descriptive analytics, and data gathering/munging; lectured on mapping package Leaflet
- Horizons School of Technology**, *Participant*, San Francisco Summer 2018
- Collaborated in 3 person team to develop a prototype of a self-advertising web application for artists and art seekers
  - Spearheaded creation of interactive map interface (React-Leaflet, React, Node, CSS), including geolocation features

## RESEARCH EXPERIENCES

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- Texas Immersive Institute**, *Graduate Immersive Fellow*, The University of Texas at Austin June 2022 – December 2022
- Led a team of graduate students and faculty members researching virtual beings, disclosure, and hospitality industries
  - Spearheaded program development and content curation for the 1<sup>st</sup> Annual Think & Do Summit, an event bridging industry and academia to explore virtual beings in hospitality settings
  - Co-wrote T&D briefing book compiling group research, curated sandbox demos, designed VTuber to co-host event
- Human-Centered AI Lab**, *Research Assistant*, The University of Texas at Austin September 2021 – December 2022
- Contributed to research for literature review of toolkits on community oriented ethical AI development
  - Collaborated on interview coding of a UT Good Systems project focused on AI and Equity for the City of Austin
  - Graduate Research Assistant (Summer 2022): Compiled literature review of existing decolonial AI scholarship

**Traveler's Lab**, *Research Assistant*, Wesleyan University

May 2016 – May

2019

- Devised exploratory visualizations and analyzed networks of communication of medieval letter correspondences; presented methodology and analysis to digital historians of varied technical backgrounds
- Advanced lab efficiency via co-introduction of GitHub to workflow and supporting development of interscholastic database of medieval mobility (Wesleyan University, Marlboro College, Illinois State)

**Wesleyan Media Project**, *Data Visualization Team Member*, Wesleyan University

January 2018 – December 2018

- Developed visualizations highlighting political trends in ad data for nationally acclaimed research organization
- Researched technologies (D3, VegaLite) to optimize graphics in high-paced environment
- Collaborated in a small team to clearly communicate project needs and most effective visualization strategies

**Psychometrics Lab**, *Research Assistant*, Wesleyan University

June 2017 – May 2018

- Data managed and performed descriptive analytics on cross cultural personality data using R and SPSS
- Utilized factor analysis to test efficacy of personality constructs determined by AMPI metric

## **PROJECTS/PUBLICATIONS**

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**Kravchenko, E., Doty, P.** (2024). Questioning empathy as care in human-computer interaction design. *DRS2024: Boston*, Boston, MA, United States. Forthcoming.

Doty, P., **Kravchenko, E.** (2022). *Ethics of Care and Students' Stigmatization by Learning Analytics*. [Workshop paper presentation] SIG SI & IEP 2022: The 18<sup>th</sup> Annual Social Informatics Research Symposium and the 4<sup>th</sup> Annual Information Ethics and Policy Symposium: Resilient Sociotechnical Systems for Social Good. ASIS&T, Pittsburg, PA, United States.

- Award: Best Paper

**pARty: An AR Escape Room**

Spring 2023

- Prototype created as final project for Interaction Design INF 385T at UT Austin
- Roles included narrative design, puzzle structure and prototyping, asset sourcing

**Slumber: An Educational 2.5D Unity Platformer**

Spring 2019

- Judged as top game in game development bootcamp led by former Bethesda Softworks CEO Christopher Weaver
- Roles included integration of STEM principle into gameplay, secondary coding, UI/UX, level design, art asset dev.

## **AWARDS AND HONORS**

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**Graduate**

- *UT Austin Graduate Professional Development Award Recipient*, Fall 2022
- *University Tuition Grant (Continuing Graduate)*, Fall 2022
- *Dr. Lee-Hsia Hsu Ting Endowed Graduate Fellowship*, Fall 2022

**Undergraduate**

- *Wesleyan University Tuition Scholarship*, 2015-2019
- *Pell Grant*, 2015-2019
- *Wesleyan University Dean's List*, Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2018
- *Wesleyan Summer Experience Grant*, Summer 2018
- *Quantitative Analysis Center Summer Apprentice*, Summer 2016

**High School (Miss Hall's School)**

- *Christine Fuller Holland '33 Service Prize*, 2015
- *Meus Honor Stat Key Recipient*, 2015
- *Cum Laude Society Member*, inducted Spring 2014
- *Elizabeth Perkins Miller '31 Scholarship*, 2011-2014

## **SKILLS**

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**Programming:** JavaScript, D3, HTML, CSS, Unity (C#)

**Statistical Software:** R, Stata, Excel/VBA, SPSS, Cytoscape

**Other:** Graphic Design (Figma), Adobe Photoshop, Blender, ArcGIS, SASI Co-Director, Russian Language (Fluent)