VERONICA WESER

- Behavioral Scientist with Psychology PhD experienced applying hypothesis testing to user experience and data analytic problems
- Statistical training in advanced techniques such as LMM, regression, and text mining as well as data visualization expertise in ggplot
- Proficient in R, Python, C# and MatLab
- Excellent verbal and written communication; recognized for ability to present high level scientific data to laymen audiences

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EDUCATION

PhD: University of Virginia (2018): Cognitive Psychology   Charlottesville, VA
MA: University of Virginia (2015): Cognitive Psychology   Charlottesville, VA
BA: Vassar College (2012): Cognitive Science, Japanese; GPA: 3.91, *Phi Beta Kappa*   Poughkeepsie, NY

WORK HISTORY

Post-Doctoral Research Fellow: UVA Computational Memory Lab,   08/2018 – present
- Currently building a large-scale highly realistic virtual environment in Unity 3D for exploration by participants in studies of place-learning and event memory
- Integrating eye tracking systems with virtual reality (VR) and motion tracking technology to capture multiple levels of behavior in virtual environmental exploration studies
- Involved in weekly discussions and tutorials on machine learning techniques

UVA Proffitt Perception Lab Management,   08/2013 – present
- Oversees daily operation of prolific psychology lab, including managing of multiple research projects and scheduling of 80+ psychology participants per week
- Facilitates use of VR by UVA psychologists with inter-laboratory collaboration projects
- Mentors 3-7 undergraduate psychology majors and trains and oversees VR programing by 2-6 computer science majors per year

Research Grant from Google: Perceptual Metrics in VR,   03/2015 – 05/2018
- Assessed sensitivity to different dimensions of VR tracking and rendering problems
- Used classic psychophysical research methods GLMM and binomial logistic regression to identify human perceptual limits in VR
- Interfaced directly with Google VR and Project Tango engineers to optimize VR hardware design and software solutions to tracking errors
- Presented findings at ACM SIGGRAPH Symposium on Applied Perception 2016 and awarded best poster
    - http://vweser.com/VRPoster.pdf

Grad Student in Psychology: Specialized in Multisensory Perception and Illusion, 08/2013–05/2018
- Dissertation Topic: Using the rubber hand illusion to examine whether the brain treats a hand-held tool like an extension of the body
    - Publication: http://vweser.com/WeserEtAl2017.pdf

Fulbright Fellowship to Japan,   08/2012 – 08/2013
- Classified English spelling errors of Japanese children with developmental dyslexia
- Presented comparison of normal and dyslexic errors in Japanese at a research conference

SKILLS

Languages: R, Python, C#, LaTeX, MatLab   Fluent in Japanese