Ruth Schulz

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SKILLS

Coding Languages: Python (Numpy, Scikit-learn, Matplotlib, Pandas, sumy, spaCy), C++, C, MATLAB
Artificial Intelligence: Natural Language Processing, Computer Vision, Machine Learning Algorithms, Neural Networks, Search, Robotics
Deep Learning Frameworks: Tensorflow, Keras, PyTorch

INDUSTRY EXPERIENCE

Fellow, Insight Artificial Intelligence Program   *September 2019 – present*

Built a book summarizer using the python NLP libraries sumy and spaCy and a neural text generator.
Evaluated the summarizer with ebooks from the Gutenberg Project and summaries from the CMU Book Summary Dataset.

Research Scientist, CSIRO   *January 2013 – June 2013*

Deployed the Museum Robot at the National Museum and provided usability recommendations for software used by school teachers and students.
Wrote a user guide for museum staff that was still being used in December 2015.

Design Engineer, EDMI Limited   *February 2004 – February 2005*

Provided usability recommendations for metering software.
Developed software for a wireless metering device.

POST DOCTORAL POSITIONS

Stuttgart University   *December 2016 – August 2018*

Designed a robot system for performing collaborative table-top tasks using a PR2, extending a C++ codebase, in collaboration with 4 Master's students and 1 Bachelor's student.
Ran a series of exploratory human-robot interaction studies with 32 participants.
Co-lectured "*Practical Course Robotics*" using Baxter, ROS, and python to complete robotics projects.

Queensland University of Technology   *January 2014 – June 2016*

Conducted research to develop a robot system for a Guiabot to navigate through built environments.
Collaborated with Chief Investigators, post-doctoral researchers, and PhD students on the Australian Research Council Discovery Project "*Human Cues for Robot Navigation*".
Co-lectured "*Microprocessors and Digital Systems*" to ~300 students using C programming and ncurses.

The University of Queensland   *July 2008 – December 2012*

Conducted research for the "*Lingodroids*" project, exploring robot language.
Designed a robot system for Pioneer 3 DX's to create their own language, extending a C++ codebase.
Lectured "*Artificial Intelligence*" to between ~70 and ~100 students, covering topics including Neural Networks, Bayesian Networks, and Decision Trees.

EDUCATION

PhD in Computer Science, The University of Queensland   *November 2008*
BE (Electrical) and BS (Computer Science), The University of Queensland   *December 2003*