

Latané Bullock

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EDUCATION

RICE UNIVERSITY

B.S. ELEC & COMPUTER ENG

B.A. LINGUISTICS

EXCHANGE AT NATIONAL UNIV OF SINGAPORE

May 2020 | Houston, TX

GPA: 3.87

TEXAS ACADEMY OF MATH & SCIENCE

The University of North Texas

CONCENTRATION IN COMPUTER

& SOFTWARE ENG

May 2015 | Denton, TX

GPA: 4.0

COURSEWORK

Neural Signal Processing

Signals, Systems, and Machine Learning

Multilingualism

Sociolinguistics

Random Processes and Applications

Phonetics and Phonology

Language in Contact

Analysis of Sounds Systems

SKILLS

PROGRAMMING

Proficient:

MATLAB • Python

Familiar:

C • R • LaTeX

NATURAL LANGUAGES

English - Native

French - Proficient

Spanish - Proficient

Portuguese - Familiar

LINKS

Personal:// latanebullock.info

LinkedIn:// [latanebullock](https://www.linkedin.com/in/latanebullock)

Blog:// latane.blogs.rice.edu

Github:// [prlabu](https://github.com/prlabu)

EXPERIENCE

UT HEALTH MCGOVERN MEDICAL SCHOOL | RESEARCH

ENGINEERING ASSISTANT

May 2020 - Current | Houston, Texas

- Analyze intracranial EEG recordings in language articulation and comprehension brain regions during production of a stereotyped word in over 8000 trials and 50 patients
- Conduct Tandon Lab experiment battery with patients in Epilepsy Monitoring Unit undergoing seizure onset zone localization.
- Oversee implementation of new data management system.

JHU HUMAN LANGUAGE TECHNOLOGIES WORKSHOP |

UNDERGRADUATE RESEARCHER

Summer 2019 | Montreal, Canada

- Researched with 'Speaker Diarization in Adverse Scenarios' team during CLSP's Jelinek Summer Workshop for human language technologies.
- Explored, tested, and implemented techniques to account for overlapping speakers in speech processing pipeline.
- Managed team repository, writing Bash and Python scripts to integrate teammates' work into diarization system.

ROCKHEAD STUDIOS | SOFTWARE ENGINEERING INTERN

Summer 2017 | Porto Alegre, Brazil

- Developed 3D A* search algorithm to automatically connect segments of race track in mobile karting game.
- Thoroughly tested mobile archery game and crafted strategic player-experience improvement plan.
- Translated game versions to English and Spanish, advised English wording and syntax, voiced over game characters.

RESEARCH AND PROJECTS

SYNTHESIZED VOICE AND PHONETIC IMITATION Fall 2018

- Designed and developed (Python) experiment to investigate the effects of synthesized voices in phonetic imitation/convergence.
- Recruited subjects to engage in shadowing a perceived real voice and synthesized voice.
- Analyzed waveforms in PRAAT and R, extracting features such as Voice Onset Time.

LINGUISTIC STYLE IN ENGAGING ARTIFICIAL SYSTEMS Fall 2018

- Designed pilot experiment to characterize differences between speech when engaging a virtual assistant/artificial system versus a human.
- Conducted interviews with parallel questions in the virtual assistant and human phase, analyzed conversations at all linguistic levels.

AWARDS AND PUBLICATIONS

Bullock, Latané, Bredin, Hervé, García-Perera, Leibny (2020). **Overlap-Aware Diarization: Resegmentation Using Neural End-to-End Overlapped Speech Detection**. 2020 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), 7114-7118.

García-Perera, Leibny, et al., (2020). "Speaker detection in the wild: lessons learned from JSALT 2019," Odyssey 2020.