Ivana Andjelkovic iva.andel@gmail.com

EDUCATION

***PhD Media Arts & Technology*,** University of California, Santa Barbara **12/2015**

- Conducted applied research in mood based music recommendation which resulted in a novel interactive visualization, extensive user studies, news coverage and publications
- Built a web based music recommendation system
- Designed and performed user studies and analyzed results using statistical software such as R and Matlab
- Worked on projects in the domain of digital audio programming, sound analysis and synthesis
- Presented research projects and findings in writing and orally at conferences, shows and tech talks
- Technologies used: C++, Python, JavaScript, MongoDB, Matlab

***MS Computer Science*,** George Washington University, Washington DC **07/2008**
***BS Computer Science*,** University of Belgrade, Serbia **07/2005**

WORK EXPERIENCE

Software Engineer, Odeon Inc. dba Schiit Audio - Valencia, CA **09/2016 – present**

- Research and develop audio processing algorithms for use in leading edge consumer audio products
- Ensure found algorithms are original (do not infringe any patents) and highly efficient
- Implement, test and evaluate audio processing algorithms for inclusion in new products
- Technologies used: C, C++, Matlab

***Data Scientist / Software Engineer*,** Stem Disintermedia Inc. – Los Angeles, CA **01/2016 – 06/2016**

- Designed and implemented consumer facing web dashboard visualizations of data pertaining to the consumption and performance of digital content (e.g. sound recordings, videos) distributed to various platforms (e.g. YouTube, Spotify, iTunes)
- Worked closely with clients and internal team of community cultivators in order to inform interface design decisions
- Created an internal dashboard to track key business performance metrics
- Technologies used: JavaScript, D3.js, React, SQL

***Software Engineer*,** Chatmeter – San Diego, CA **11/2012 – 09/2015**

- Contributed software engineering and web design expertise in the development of local brand management platform
- Created case studies and corresponded with clients about platform usage
- Helped achieve 31% average monthly revenue growth in 2014
- Technologies used: Java, Scala, SQL, MongoDB

Software Engineer, University of California - Santa Barbara, CA **09/2009 – 09/2016**

- Led data visualization development in a multidisciplinary research team that focused on online reading practices
- Designed and implemented novel visualizations of a large, complex data set
- Technologies used: ActionScript, SQL

Software Engineering Intern, Barc Inc. – San Diego, CA **07/2011 – 10/2011**

- Contributed to design and development of a social networking web application
- Technologies used: C++, JavaScript, CoffeeScript, MongoDB

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Web designer, University of California – Santa Barbara, CA **07/2010 – 12/2010**
- Redesigned and implemented website for UCSB English department
- Technologies used: Drupal, HTML, CSS

Teaching Assistant, University of California – Santa Barbara, CA **04/2010 – 7/2010**
- Taught Java Network Programming class and guided students in developing network applications
- Technologies used: Java, SQL

***Adjunct Faculty*,** Northern Virginia Community College, Alexandria, VA **01/2009 – 07/2009**
- Taught *Introduction to Computing* course (20 students per group)
- Prepared course material and method for teaching basics of programming

RELEVANT SKILLS

Programming: C, C++, Java, Java Script, D3.js, Python, HTML5, CSS, Matlab
Databases: MySQL, MongoDB, GraphQL
Other: Audio Signal Processing, Music Technology

GRANTS AND FELLOWSHIPS

***Dean's Advancement Fellowship*,** Spring 2012
***Audio Engineering Society Education Grant*,** 2010, 2011

PUBLICATIONS / PRESENTATIONS

Publications:
I. Andjelkovic, J. O'Donovan, D. Parra. "Moodplay: Interactive Mood-based Music Discovery and Recommendation", ACM UMAP - User Modeling, Adaptation and Personalization, Halifax, 2016

I. Andjelkovic, J. O'Donovan, D. Parra. "Moodplay: A Mood Based Interface for Music Recommendation", International Journal of Human-Computer Studies, 2018

Presentations: Numerous presentations of visualization and music recommendation work at university seminars, tech talks, design charette, conference workshop (work presented in my absence at RecSys 2017) and student shows