

Curriculum Vitae

Contact Information

Name Andrea Stubbe
Address



Personal Information

Date of Birth August 6, 1979
Place of Birth Rothenburg o.d.T., Germany
Citizenship German

Education

July 1998 **Abitur (university-entrance diploma), GPA 1.7**

Reichsstadt-Gymnasium
Rothenburg o.d.T.

October 1998 –
July 2002

Media and Computing

University of Applied Sciences Offenburg

Focus on media integration and communication engineering

Diploma thesis: “E-Learning for Children. Psychological and Didactic Principals”, development of an e-learning application that keeps track of the users progress and displays adapted contents (Graded 1.0, www.astro-susi.de/diplomarbeit/)

Degree as graduate engineer (Diplom-Ingenieurin (FH)), GPA 1.3

October 2002 –
July 2006

Computational Linguistics

LMU München

Minors Computer Science and “Logic and Philosophy of Science”

Focus on semantics, knowledge discovery and information retrieval

Master thesis: “Automatic Genre Recognition of Texts”: Design of a genre system and implementation of specific detectors for each genre exploiting their characteristic features (www.astro-susi.de/genre)

Degree as Magister Artium - M.A., GPA 1.05

Employment

- September 1999 –
October 1999 **Multimedia Department of Saarländischer Rundfunk**
(German broadcasting station), Saarbrücken
- Internship. Webdesign, picture editing and working with content management systems
- November 1999 –
February 2000 **Rickhoff Internet Solutions**
Appenweiher
- Internship. Website design and programming with HTML, PHP, MySQL, Flash
- since 2000 **Work as Freelancer**
- Development of websites, animations, online games, flyers, etc.
- amongst others for
- plan.net, München
 - 12snap, München
 - ABW, München
 - punchin.pictures, München
 - Centrum für Informations- und Sprachverarbeitung, LMU
- March 2001–
August 2001 **Schaeffler Interactive**
München
- Internship
 - Website design and programming
 - Interface development with Flash and integration within internet applications
- May 2003 –
July 2003 **Department of Media and Computing**
LMU München
- Student assistant for Digital Media
 - Devising exercises for Photoshop and Flash
 - Developing teaching material for lectures
- October 2003 –
June 2004 **Medienzentrum (Media Center)**
Technical University, München
- Design and programming of interactive Flash applications in the field of physics for “Phybas”, an online course for students.
- January 2005 –
April 2005 **Centrum für Informations- und Sprachverarbeitung,**
LMU München
- Student assistant for mathematics (first order logic and set theory)

February 2005 –
February 2006

Centrum für Informations- und Sprachverarbeitung,
LMU München

- Working for the DFG-Project “Adaptive OCR-Postprocessing”
- Programming information retrieval and ranking algorithms
- Producing optimal lexica for OCR correction
- Testing crawling techniques for lexicon production

May 2006 –
August 2006

Centrum für Informations- und Sprachverarbeitung,
LMU München

Student assistant for syntax (HPSG)

June 2006

Qantm

College for game development, München

Lecturer for Flash

November 2006 –
April 2007

Open Text and LMU München

Research on email management (user surveys etc.)

July 2007

Mediadesign Hochschule, München

University of Applied Sciences for design and computer science

Lecturer for game development with Flash

August 2007 –
November 2007

Google, Zürich

Internship

Awards, Publications and Talks

2001

- Reiff-Medienpreis for the filmlet “Das Dreieck”, a students project at the University of Applied Sciences Offenburg
- Funny Forward of Bayern 3 (German radio station) for the Flash adventure game “Astro Susi”

2002

- Award for excellence in studies (Johann Christian Eberle-Förderpreis) for my diploma thesis
- E-Talents Award in silver in the category games for “Astro Susi”
- E-Talents Award in bronze in the category games for “e.dance”

2007

- “Genre as Noise, Noise in Genre” (with C.Ringlstetter, Klaus Schulz), Proceedings of the IJCAI 07 Workshop on Analytics for Noisy Unstructured Text Data
- invited for a special issue on Analytics of Noisy Unstructured Text Data of the International Journal of Document Analysis and Recognition (IJ DAR, Springer), to appear
- “Recognizing Genres” (with C. Ringlstetter), Colloquium “Towards a Reference Corpus of Web Genres”, Corpus Linguistics 2007
- “Incremental Genre Classification” (with C. Ringlstetter, Tong Zheng and Randy Goebel), Colloquium “Towards a Reference Corpus of Web Genres”, Corpus Linguistics 2007
- “Elements of a Learning Interface for Genre Driven Search”, (with C. Ringlstetter and Randy Goebel), RANLP 2007 Workshop on Genre, to appear.

Skills and Interests

Languages

- German as mother tongue
- very good English
- elementary French and Spanish

Programming

- Programming skills in C, C#, Java, Perl, Prolog and SML
- Experience with Databases and XML
- Implemented Machine Learning and Information Retrieval-Algorithms, furthermore some basic AI functionalities in games