

Jordan Pruett

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EDUCATIONUniversity of Chicago, English: Ph.D. (*expected Summer 2022*)

Graduate Certificate in Digital Studies

Dissertation: "Managed Abundance: Data Mining the American Book Market, 1964-2009"

University of Chicago: MA. 2017.

University of Utah, English: B.A. 2015. (*magna cum laude*)

GPA 3.98

PEER-REVIEWED PUBLICATIONS

"On Feeling Productive: Videogames and Superfluous Labor." *Theory and Event*, Vol. 22, No. 2, April 2019. pp. 402-416.

TEACHING EXPERIENCE

Instructor, "Text as Data: Introduction to the Digital Humanities." Winter 2021

Course Assistant, "Literature and Income Inequality." Spring 2020.

Course Assistant, "Critical Videogame Studies." Fall 2019.

Course Assistant, "Critical Videogame Studies." Fall 2018.

DIGITAL HUMANITIES PROJECTS

Data Management Intern, Post45 Data Collective, Summer 2021

- Performed data collection, cleaning, and analysis in collaboration with 4 grant awardees
- Developed Python solutions for specific data collection problems such as automatic text extraction, web scraping, and deduplication.
- Assisted in presentation efforts of the collective's open access data

Research Assistant, Textual Optics Lab at the University of Chicago, January 2020 - present.

- Implemented and evaluated machine-learning methods for classifying 9,000 novels by genre
- Extracted content and metadata from 63,000 OCR scans of 19th century British books and encoded them according to TEI standards
- Managed and wrote articles for the lab's public-facing research blog

Game Designer and Social Media Coordinator. *parasite*, an educational Alternate Reality Game (ARG) created for the 2017 undergraduate orientation at the University of Chicago.

- Designed and implemented a social media strategy for gameplay and onboarding
- Contributed to the design of educational puzzles and minigames
- Led a team of student-intern designers

CONFERENCE PRESENTATIONS

“Computational Approaches to Book Reviews.” Roundtable. Association for Computers and the Humanities (ACH), July 2021.

“Monotonous Play: Fantasies of Work and Domesticity in *Stardew Valley*.” Society for Literature, Science, and the Arts (SLSA) Conference, November 2018.

“Monotonous Play: New Media for the Newly Superfluous” American Comparative Literature Association (ACLA) Conference Seminar: “Secular Stagnation and Its Cultures,” March 2018.

“The Act of Producing: Metalepsis and Affective Labor in the *parasite* ARG.” Society for Literature, Science, and the Arts (SLSA) Conference, September 2017.

“Theory of the Shill: Contemporary Technologies of Inauthenticity.” Berkeley-Stanford Graduate Conference, “Truthiness.” April 2017.

UNIVERSITY SERVICE

Coordinator, 20th and 21st Century Cultures Workshop at the University of Chicago. 2018-2020.

Organizer, Forum Discussion and Roundtable, “The Return of the 19th Century? A Forum on Periodization in the Humanities.” May, 2019.

ADDITIONAL TRAINING

Programming

- Python, R

Data Manipulation

- Pandas, SQL

Natural Language Processing

- Spacy, NLTK, scikit-learn

Data visualization

- Matplotlib, Seaborn, Bokeh, Plotly Dash

Statistics and Data Analysis