

Annabel Marie Goldman

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(415) 519-2314

Education

Northwestern University, Evanston, IL

M.S. Computer Science, GPA: 4.0

Expected Jun 2026

Northwestern University, Evanston, IL

B.A. Computer Science, GPA: 3.936, Dean's List (all quarters), *Cum Laude*

Awarded Jun 2025

Research Interests

Human-Computer Interaction • Computing Education • Human-Centered AI • Software Engineering • Natural Language Processing • Artificial Intelligence

Research Experience

Master's Thesis: Guardrails for LLMs (MU Collective)

Aug 2025 – Present

- Designing an independent research project on how interface guardrails can encourage trust and improve assessment quality in AI-integrated authoring tools

Ripplet: AI-Assisted Assessment Authoring (Profs. Matthew Kay & Fumeng Yang) Mar 2025 – Present

- Co-designed and co-implemented Ripplet, an AI-powered, web-based tool built on a teacher-informed conceptual model of assessment design
- Led semi-structured user studies with high school teachers to iteratively design and evaluate our system
- Conducted qualitative and quantitative analyses of screen recordings and survey data
- Co-authored a CHI 2026 submission (under review) and created paper figures with Adobe Illustrator
- Maintaining software and developing additional AI functionalities

Redesigning CS-1 in the Age of LLMs (Prof. Kristian Hammond)

Sep 2025 – Present

- Redesigning Northwestern University's introductory Python course to reflect how AI coding assistants change what it means to "learn to code"
- Identifying the core concepts students should still master deeply in the era of AI coding assistants and developing teaching strategies to emphasize reasoning over syntax
- Designing assignments and assessments to help students use LLMs productively and responsibly

Point Taken: Collaborative Game for Civic Discourse (Prof. Steve Franconeri) Sep 2025 – Present

- Developing a web-based collaborative game to promote critical thinking and civic discourse
- Translating observations of in-person gameplay, including turn-taking and consensus-building, into digital features that replicate those dynamics

Elizabeth: Conversational Avatar System (Prof. Kristian Hammond)

Jan 2025 – Jul 2025

- Mentored a team of three underclassmen in creating Elizabeth, a real-time conversational avatar that models human pauses, interruptions, and facial cues
- Implemented timing and expression logic in JavaScript using the SitePal API
- Guided and scheduled weekly meetings with team members to walk through tasks such as GitHub setup, SSH access, and debugging in order to help them gain confidence as new researchers

AI Influencer Project (Prof. Zach Wise) May 2025 – Jun 2025

- Collaborated with journalists to explore how AI-generated influencer personas affect engagement with news content
- Analyzed tone, delivery, and stylistic patterns of leading TikTok creators to develop ten unique AI personas
- Led a four-person development team in creating an n8n pipeline that pulled articles, extracted key insights, generated short-form scripts and videos tailored to each persona, and published them automatically

Professional Experience**Software Engineer, Bewise (Evanston, IL)** Jun 2025 – Sep 2025

- Contributed to Bewise, a startup transforming cognitive science research on data-driven argumentation into an interactive reasoning tool
- Implemented DevOps pipelines, including a full-stack testing framework to accelerate experimentation and feature iteration

Software Engineer, Crosswordr (Remote, Vancouver, BC) May 2024 – May 2025

- Built and deployed full-stack features for an online crossword platform using React and PostgreSQL
- Designed ads and ran A/B tests for Meta ad campaigns, quadrupling the number of new site visitors
- Identified SEO growth opportunities and translated them into metadata optimizations that improved Crosswordr's performance on Google Search

Founder, MistakenTales (San Francisco, CA) Jun 2023 – Aug 2023

- Created and launched an alternate reality game (ARG) featuring AI-generated phone call hints
- Built and integrated physical and digital gameplay elements
- Tracked and analyzed player interaction data
- Established MistakenTales Inc. and developed the accompanying website

Camp Counselor and Product Intern, SF Artifact (San Francisco, CA) Jun 2022 – Aug 2023

- Co-created educational art kits with children, expanding their map-based coloring game into a published activity book about San Francisco
- Collaborated with local bookstores to sell hundreds of activity books

Publications & Manuscripts

- Cui, Y., **Goldman, A. M.**, Zhou, J., Liu, X., Shieh, C. M., Yao, J., Cheng, M. L., Kay, M., & Yang, F. (2026). *Ripplet: Authoring Educational Assessments through Multilevel Reusable Interactions with LLMs*. Under review for CHI 2026.

Technical Skills

Languages: Python, JavaScript, TypeScript, Java, C++, C#, SQL, L^AT_EX

Frameworks: Next.js, Vue.js, Node.js, Express.js, Flask, GraphQL, Apollo

Tools: React, AWS, Docker, Git, Cypress, Figma, Adobe Creative Cloud, Tableau, Overleaf, Unity, n8n

Databases: PostgreSQL, MongoDB