

**SUMMARY**

I am a fifth-year Ph.D. student at the University of Southern California's Institute for Creative Technologies (ICT), specializing in human-agent dispute resolution. My research focuses on AI-mediated dispute resolution/negotiation, preference elicitation, agent design, and embodiment. I have extensive experience designing, conducting, and presenting experiments in this field.

**EDUCATION**

- ❖ **University of Southern California** | Los Angeles, California
  - *Ph.D.* student in Computer Science | Advised by **Dr. Jonathan Gratch**
  - *M.Sc.* in Computer Science**December 2026 Expected**
  
- ❖ **University of Tulsa** | Tulsa, Oklahoma
  - *B.S.* in Computer Science and Mathematics, **Minor** in High-Performance Computing**May 2021**  
GPA: 3.97 *Magna Cum Laude*

**PROFESSIONAL EXPERIENCE**

*University of Southern California* | Los Angeles, CA

**Graduate Research Assistant**

**August 2021 - Present**

- ❖ Presented 5 AI talks at international research conferences and workshops in Greece, Portugal, England, Australia, and Singapore.
- ❖ Collaborated across disciplines on designing within / between-subject and mixed-factor experiments for human-AI research.
- ❖ Conducted online studies of over 5,000 participants using Mechanical Turk, Prolific, and USC's student pool.
- ❖ Performed statistical analysis using Python and R, applying ANOVA, regression, correlation, and moderation techniques.
- ❖ Supervised and collaborated with 5 undergraduate and 5 graduate interns in data processing and analysis.
- ❖ Mentored 3 REU interns on summer-long research projects focused on virtual negotiating agents.
- ❖ Experience with various machine learning techniques – deep learning, reinforcement learning, large language models, etc.

**Graduate Teaching Assistant**

**August 2024 - May 2025**

- ❖ CSCI 534 *Affective Computing* exposed ~60 grad students to the discipline where Computer Science and Affective Science intersect.
  - Ran in-class experiments to complement concepts; held office hours; and graded homework.
- ❖ CSCI 102 *Fundamentals of Computation*, where I taught ~150 undergraduate Computer Science students foundational CS concepts.
  - Led programming labs; held office hours; proctored exams; and graded homework and exams.

**SELECTED PUBLICATIONS**

- ❖ Kwon, Shrestha, Han, Lin, **Hale**, Gratch, Mataric, Lucas "Can LLMs Truly Embody Human Personality? Analyzing AI and Human Behavior Alignment in Dispute Resolution" *40th Annual AAAI Conference, Special Track on AI for Social Impact*. **2026**.
- ❖ Rakshit, **Hale**, Chawla, Brett, Gratch "Emotionally-Aware Agents for Dispute Resolution" *13th International Conference on Affective Computing and Intelligent Interaction (ACII)*. **2025**.
- ❖ **Hale**, Kim, Gratch "Provably fair algorithms may perpetuate racial and gender bias: A study of salary dispute resolution," *Autonomous Agents and Multi-Agent Systems, Special Issue on Citizen-Centric AI Systems*. **2025**.
- ❖ **Hale**, Rakshit, Chawla, Brett, Gratch "KODIS: A Multicultural Dispute Resolution Dialogue Corpus" *North American Chapter of the Association for Computational Linguistics (NAACL)*. **2025**.
- ❖ **Hale**, Schweitzer, Gratch "Pitfalls of Embodiment in Human-Agent Experiment Design" *ACM International Conference on Intelligent Virtual Agents (IVA)*. **2024**.
- ❖ **Hale**, Kim, Gratch "Preference Interdependencies in a Multi-Issue Salary Negotiation" *ACM International Conference on Intelligent Virtual Agents (IVA)*. **2022**.

**SELECTED TALKS - Presenter in Bold**

- ❖ **Hale**, Lin, Wu., Rong, Chawla, Lucas, & Gratch, "Instilling discipline in LLM-based negotiating agents." In Advancing conflict management research through the lens of AI. *Presented at the 87<sup>th</sup> annual conference of IACM*. **2024**.
- ❖ Schweitzer, **Hale**, Fast, Mell, Gratch, "Animated Agents in Negotiation" In Advancing the AI and Negotiation Research. *Presented at the 86<sup>th</sup> annual conference of IACM*. **2023**.

**SERVICE**

- ❖ Reviewed for AAAI (2025), AAMAS (2024), Intelligent Virtual Agent Conference (2024, 2025), and CMAS Workshop (2024, 2025).
- ❖ Organized SICOn Workshop (Program Chair 2024, 2025 and Publication Chair 2023), ISRE Conference Submission Chair (2022).

**TECHNICAL SKILLS**

- ❖ Experience in programming languages – Python, C, C++, C#, R, Java, JavaScript, MPI/OpenMP, MatLab.
- ❖ Experience in platforms and libraries – Unity, Virtual Human Toolkit, Lioness Labs (dialog collection), Tensorflow, SciPy.

**RELEVANT COURSEWORK**

- ❖ Multimodal Learning of Human Communication, Affective Computing, Advanced NLP, Grounded Natural Language