

# Juan D. Pinto

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## EXPERIENCE

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### AI Institutes Virtual Organization (AIVO) + Google.org

Remote

*Google.org AI4Ed Research Fellow*

*May 2025 – Present*

- Designed and developed generative AI multi-agent learning and assessment platform
- Collaborated with cross-institute team for design, development, and evaluation of AI-driven educational system

### NSF AI Institute for Inclusive Intelligent Technologies for Education (INVITE)

Urbana, IL

*Learner Modeling Graduate Research Assistant*

*Aug 2023 – Present*

- Developed predictive models of student skills and behaviors for real-time adaptive learning
- Led data cleaning and analysis on datasets with tens- to hundreds-of-thousands of student actions

### Human-Centered Educational Data Science Lab (HEDS)

Urbana, IL

*Graduate Research Assistant*

*Sept 2020 – May 2025*

- Developed predictive and inferential models of student behaviors, emphasizing explainable AI
- Investigated CS students' coding patterns using epistemic network analysis, LLMs, and various ML approaches
- Authored 13 peer-reviewed publications (6 as lead author) in venues related to *educational data science*

### ETS Research Institute

Princeton, NJ

*Ida Lawrence Research Intern*

*June 2024 – July 2024*

- Developed small heuristic classification models (for ensembling) that detect student reading disengagement
- Validated models indirectly (unlabeled data) using response accuracy, on-task behavior, and book preferences

## PROJECTS

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### LexiQuest: Personalized, Multimodal SLD Screening via Agentic Narrative AI | *Python, LangGraph*

- Designed multi-agent genAI storytelling platform for screening specific learning disabilities (SLDs)
- Created modular agentic framework that includes robust guardrails, custom states, and adaptive agent delegation
- Plan to implement multimodal capabilities for agents to generate and interpret audio and handwritten text

### Interpretable Neural Network for Learner Behavior Detection | *Python, PyTorch*

- Developed a convolutional neural network for detecting rare gaming-the-system behavior among learners
- Emphasized interpretable-by-design approach via custom loss function and novel thresholding mechanism
- Demonstrated that the model provides fully faithful explanations utilizing 100% of its inference-time parameters
- Achieved 90% explanation intelligibility among human users

### Evaluating LLMs for Debugging Strategy Classification | *Python, Scikit-learn*

- Developed pipeline for systematic LLM prompting across different dimensions, such as *chain-of-thought*, *zero-* vs. *few-shot*, *single-* vs. *multi-label*, *reasoning*, and *fine-tuned*
- Trained+tuned various ML models to compare against LLM results for classifying students' debugging strategies
- Improved annotation efficiency and minority class detection in student code

### Weight-Based Modeling for Student Performance Prediction | *Python, Scikit-learn, PyTorch, TensorFlow*

- Engineered complex weighted features to predict student performance on future coding problems
- Demonstrated that logistic regression with weighting schemes matched SOTA model performance
- Won 2nd place in the 2022 Educational Data Mining in CS Data Challenge

## EDUCATION

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### University of Illinois Urbana-Champaign

Urbana, IL

*Ph.D. in Educational Data Science*

*Aug 2025*

### University of Michigan

Ann Arbor, MI

*M.A. in Design and Technologies for Learning*

*July 2020*

### Brigham Young University

Provo, UT

*B.A. in Ancient Near Eastern Studies*

*May 2016*

## SKILLS

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**Data Analysis & Visualization:** Python (NumPy, Pandas, Matplotlib, Seaborn), R, SQL

**Machine Learning & AI:** Scikit-learn, PyTorch, Tensorflow, Keras, LangChain, LangGraph