

Samantha Finkelstein PhD

Sociotechnical Research Strategist for Human-Centered AI Systems
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SNAPSHOT

Who I AM

I am a sociotechnical research and evaluation strategist specializing in upstream alignment for AI-enabled systems. I work with organizations to translate complex problem spaces into tractable behavioral interventions, and define strategic cross-discipline research programs that not only surface impacts but make their underlying mechanisms legible.

My work ensures alignment between evaluation pipelines, meaningful metrics, and prioritized business outcomes, enhancing product impacts across financial, educational, health care, and federal domains.

How I WORK

My approach spans behavioral science, sociolinguistics, cognitive psychology, and HCI to explain not just what systems are doing, but why - for whom, under what conditions, and with what consequences.

This theoretical grounding allows evaluation to function as a diagnostic science rather than trial-and-error experimentation, reducing waste and ambiguity while supporting motivated product decisions.

My interdisciplinary expertise enables me to work flexibly at the intersections of scientific rigor, methodological creativity, and business strategy. This approach delivers data-driven decision making that remains responsive to real-world delivery constraints.

EXPERTISE I BRING

LLM evaluation, social conversational agents, mixed-methods user research, mobile games, federal policies & standards, behavioral interventions, org-level workflow and process design, content strategy, AI tutoring systems, persuasive design, immersive virtual & augmented reality, AI accessibility and equity.

AI RESEARCH LEADERSHIP

SOFTWARE ENGINEERING INSTITUTE | SR. AI RESEARCH SCIENTIST

April, 2024 - October, 2025 | Pittsburgh, PA

- Led upstream evaluation strategy for federal AI programs, defining diagnostic frameworks and taxonomies that shaped how explainability, failure states, and measurable risk were operationalized and mitigated through design.
- Led research for federal AI upskilling initiative, following successful advocacy to implement AI-augmented workflows in line with governable pedagogical principles; informed federal workforce AI standards and extended skill-centered eligibility.

JP MORGAN CHASE | VICE PRESIDENT | UXR - PERSONALIZATION

May 2018 - Sept 2023 | NYC, NY

- Directed cross-product research and evaluation strategy across eight major personalization initiatives aligned to business-aligned behavioral outcomes I defined across consumer financial management.
- Led organization's first Research Experimentation team, championing UX accountability for not only engagement metrics, but users' financial outcomes (savings, new investments, bill pay regularity); enhanced UX strategy and rigor, demonstrated its impact on defined business priorities.

CARNEGIE MELLON | NSF & IES DOCTORAL RESEARCH FELLOW

Aug. 2011 - Dec 2017 | Pittsburgh, PA

- Directed 30+ investigations into the social and cognitive impacts of language design in conversational AI, providing theoretical foundations necessary to address contemporary LLM evaluation challenges.
- Supervised an interdisciplinary research team (40 people over 6 years), leading project design, performance evaluation, and skill development initiatives aligned with established education and equity goals.
- Established and maintained external partnerships with 10+ implementation sites and local / national foundations, helped secure \$500,000+ over six years.

AWARDS

2013	Research	Best Paper Award, Artificial Intelligence in Education
2011	Fellowship	NSF Graduate Research Fellowship (#0946825)
2011	Fellowship	IES Interdisciplinary Ed. Research
2011	Fellowship	Achievement Rewards for Collegiate Scholars
2010	Research	Essam El. Kwaie student research award

INVITED TALKS AND DEMONSTRATIONS

2017	Demonstration	Global Education and Skills Forum, Dubai
2016	Demonstration	World Economic Forum, Davos
2015	Keynote	Equity in Tech (RESPECT) conference
2015	Demonstration	World Economic Forum, Dalian
2014	Presentation	Dagstuhl Meeting on Culture & Computing
2011	Keynote	National Center for Women in Computing award ceremony

EDUCATION

CARNEGIE MELLON, PHD

2011 - 2017 | Pittsburgh, PA

HUMAN-COMPUTER INTERACTION, LEARNING SCIENCES

Awards: NSF GRFP; IES PIER; ARCS

Thesis: Digital Dialect Design: Rapport
and Science Learning with Bidialectal
Virtual Peers

UNC CHARLOTTE, BA

2008 - 2011 | Charlotte, NC

COMPUTER SCIENCE, PSYCHOLOGY

Honors: University Honors; Computing
Honors; Magna Cum Laude

ADVISORY

ALLEGHENY INTERMEDIATE UNIT:

RESEARCH - LLMs FOR DEAF YOUTH.
Provided research lens, guided
strategy & analysis, and helped secure
funding to enhance utility of LLMs for
communication, learning, & language
acquisition for deaf, language
deprived youth (2025)

BROOKINGS INSTITUTION:

ETHNOGRAPHY - MILLIONS LEARNING
Led contextual inquiries and interviews
with 50+ cross-sector change makers,
developing artifacts to support
Philadelphia's transition into a "playful
learning city." (2018)

U PENN: HCI ADVISORY - eRESEARCH

Delivered 5-year UX roadmap for
engaging youth-centered health
counseling tool; helped secure
funding, advised on qualitative
methods and management (2018).

OPPORTUNITY EDUCATION:

EVALUATION - SOCIOEMOTIONAL

Developed metrics to track growth of
social & learning behaviors; shaped
design of a self guided learning
product deployed as primary curricula
in two US high schools. (2017)

ENTERTAINMENT TECHNOLOGY

CENTER: LEAD - LANGUAGE PD

Directed design of tech probes and
implemented professional
development sessions to shift
in-service teachers' implicit biases and
metacognitive ideologies around
language diversity; provided
continuing education credit. (2014)

TEACHING EXPERIENCE

2017	Lead (HE)	Field research: Sociolinguistics in communities
2017	Lead (K12)	Circus Arts (Summer, Irma Freeman Imagination Center)
2016	Lead (HE)	Technology for classrooms and justice
2015	Lead (HE)	Designing empathetic systems
2015	Lead (K12)	Science for Justice (Summer, Assemble PGH)
2014	TA (HE)	Designing interactive systems
2013	TA (K12)	Science student teaching (Urban League Charter School)
2013	Lead (HE)	Culture and computing
2014	TA (HE)	User centered research and evaluation

COMMUNITY ENGAGEMENT

2025	Panelist	PGH AI Meetup, Pragmatic & Responsible AI
2021	Panelist	JPMC Meaningful Mondays, Queering Design
2018	Performer	Carnegie Museum of Art "FlowState" acrobatic exhibit
2017	Board	Neighborhood Learning Alliance (literacy)
2017	Speaker	Invisible Jazz Labs Science and Dance series
2016	Committee	SRCD's Technology, Media, and Child Development
2016	Project lead	Tech and art for social justice, Assemble PGH
2015	Board	Urban League Greater Pgh Charter School (science)
2012	Service	Judge, Intel regional science fair (2012-2017)

PRESS AND RECOGNITION

2018	Reference (book)	The Art of Screen Time, Anya Kamenetz
2017	Reference (article)	The Economist, Technologies transforming schools (July)
2016	Interview	Huffington Post, Technologies: Speak their language (April)
2016	Interview	MIT Press, Spotlight on Science (March)

SELECT PUBLICATIONS

Discourse Analysis as a Diagnostic Lens into Dialogue Systems: LLM Evaluation Across Functionality Dimensions (2025). Workshop on SE4AI, AI4SE. Finkelstein, S.

Bridging Language Deprivation in Mainstream Classrooms: LLM-Enhanced Communication Access for Deaf Teens (2025). CHI Workshop on Speech AI Accessibility, Equity, and Fairness for all. Robbins, M., Finkelstein, S.

Toward Ethical and Just AI in Education Research (2024). Community for Advancing Discovery Research in Education. Barnes, T...Finkelstein, S.

Through the thin slice looking glass: rapport and co-construction in peer collaboration (2017). International Society of the Learning Sciences. Olsen, J. K., and Finkelstein, S.

The effects of culturally congruent educational technologies on student achievement (2013). Artificial Intelligence in Education. Finkelstein, S,...Cassell, J. Best paper award.

Love ya, jerkface: sparse log-linear models to build positive & impolite relationships with teens (2012). Discourse and dialogue. Wang, W. Y., Finkelstein, S., Cassell, J.

Oh dear Stacy!: social interaction, elaboration, and learning with teachable agents (2012). Human Factors in Computing Systems. Ogan, A., Finkelstein, S., Cassell, J.

Rudeness and rapport: Insults and learning gains in peer tutoring Intelligent Tutoring Systems. (2012). Ogan, A., Finkelstein, S., Walker, E., Cassell, J. (pp. 11-21)

Evaluation of cognitive effects... in complex real and virtual environments (2010). IEEE Transactions on Visualization and Computer Graphics. Suma, E..., Hodges, L. F.

Astrojumper: Motivating exercise with an immersive virtual reality exergame (2011). Presence: Teleoperators and Virtual Environments. Finkelstein, S., Nickel, A...Suma, E.

Perceptual comparisons with laterally presented pictures and environmental sounds (2011). The American journal of psychology. Goolkasian, P., Finkelstein, S.