

Annabel Marie Goldman

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annabelgoldman.com

(415) 519-2314

Professional Experience

Software Engineer, Latitude

Jan 2026 – Present

Remote; Part-time Jan 2026 – Jun 2026, Full-time Jul 2026 – Present

- Designed and shipped a configurable level-up rewards system for Voyage, translating player-progression goals into reusable rules that game designers can tune without engineering support.
- Led UI and UX improvements across status effects, character portraits, combat, scrollbar, and mobile layouts.
- Synthesized community QA, Slack reports, and internal testing to prioritize and resolve 15+ production bugs involving audio, UI rendering, and state-management race conditions across mobile and web.

Software Engineer, Becise

Jun 2025 – Sep 2025

Evanston, IL

- Translated cognitive science research on data-driven argumentation into Vue.js product workflows, collaborating with researchers to turn experimental requirements into usable interactions.
- Built and owned Docker- and GitHub Actions-based CI/CD, end-to-end testing, and AWS ECS/ECR deployment infrastructure, enabling faster validation and release of full-stack product changes.

Software Engineer, Crosswordr

May 2024 – May 2025

Remote, Vancouver, BC

- Shipped full-stack features in React and PostgreSQL for an online crossword platform serving 100+ monthly active users.
- Ran Meta advertising experiments and implemented SEO improvements, using acquisition data to refine positioning and quadruple new site visitors.

Founder, MistakenTales

Jun 2023 – Aug 2023

San Francisco, CA

- Took an AI-powered alternate reality game from concept to launch, combining physical clues, web experiences, and AI-generated phone interactions for 42 players.
- Owned product design, development, operations, incorporation, and post-launch analysis, using player interaction data to evaluate engagement and improve the end-to-end experience.

Selected Product and Research Work

Ripplet: AI-Assisted Assessment Authoring

Mar 2025 – Jun 2026

Profs. Matthew Kay and Fumeng Yang

- Co-designed and built an LLM-assisted authoring product through a seven-month participatory design process with 13 teachers, translating observed workflows into product requirements and interface iterations.
- Conducted mixed-methods studies with 15 teachers and co-authored a CHI 2026 paper on the system's design, implementation, and evaluation.

Point Taken: Collaborative Game for Civic Discourse

Sep 2025 – Jun 2026

- Developed a collaborative web game for critical thinking and civic discourse, converting in-person behaviors such as turn-taking, negotiation, and consensus-building into digital mechanics.

Education

Northwestern University

Evanston, IL

M.S. Computer Science, GPA: 4.0

Jun 2026

B.A. Computer Science, GPA: 3.936, *cum laude*

Jun 2025

NSF Graduate Research Fellowship Program Awardee, 2026

Skills

Languages and Frameworks: TypeScript, JavaScript, Python, Java, C++, C#, SQL; React, Next.js, Vue.js, Node.js, Express.js, Flask, GraphQL, Apollo, Tamagui

Data and Infrastructure: PostgreSQL, MongoDB, AWS, Docker, GitHub Actions, Git, Cypress

Product and Research: User interviews, usability testing, participatory design, experimentation, product analytics, mixed-methods analysis, Figma