

KEITH COX

kgcox@ucla.edu • linkedin.com/in/kgcox • keithgcox.com

SUMMARY

Behavioral researcher and AI practitioner with a PhD specialization in the systematic study of naturally occurring human interaction. I also build stuff. I ship real, live software (not just research findings), including a conference scheduling app that an international conference adopted and promoted over its own official app. I like working at the intersection of rigorous behavioral research and hands-on technical execution, and I'm currently focused on roles where that combination is the point: AI experience evaluation, conversation design, and AI product work.

SKILLS

Conversation analysis • Conversation design • Evaluation & behavioral metric operationalization • User research (design & execution) • Prompt engineering • LLM training & evaluation • App design & development • AI agent automation • Claude Code • Project management

EXPERIENCE

Subject-Matter Expert — *Aligned Labs, Inc.* 2026–Present

- Training, evaluating, and pressure-testing leading AI models on expert-level sociological knowledge, creating and verifying graduate-level questions and explanations, and assessing whether AI-generated reasoning meets the standards of a trained expert.

Postdoctoral Research Fellow — *George Washington University* 2024–2026

School of Medicine & Health Sciences

- Conducted behavioral research on video-recorded clinical interactions, using conversation-analytic methods to translate qualitative observations into structured, reproducible coding frameworks.
- Designed and deployed a self-hosted virtual research assistant in LM Studio: a conversational agent with retrieval-augmented generation (RAG) that draws on my research database (scientific literature, notes, etc.) to surface relevant information, identify gaps in my work, and maintain an audit trail.
- Led an interdisciplinary study on decision making involving patients with disorders of consciousness following traumatic brain injuries. Developed a systematic coding scheme, ELAN template, and SOP documents to operationalize conduct in complex multi-party interactions. Analyzed 35 hours of video-recorded inpatient rehabilitation sessions to derive a process model grounded in empirical data.
- Collaborated with an interdisciplinary team including clinicians, measurement scientists, and scholars, communicating research findings and methodological decisions to diverse non-technical audiences.

Teaching Fellow — *Department of Sociology, University of California, Los Angeles* 2023–2024

- Taught Communication in Medical Care, Talk and Social Institutions, Conversational Structures, and Medical Sociology with an emphasis on language, interaction, and social behavior.

Program Coordinator — *UCLA Center for Language, Interaction, and Culture* 2020–2022

- Coordinated interdisciplinary programming for an academic research center devoted to the study of naturally occurring conversation.

Teaching Associate — *Department of Sociology, University of California, Los Angeles* 2017–2020

- Taught Introduction to Sociological Research Methods with emphasis on study design.

Web Consultant — *International Society for Conversation Analysis* 2011–2018

- Website design and management. Developed, tested, and deployed a registration and accommodation booking system for the 2014 International Conference on Conversation Analysis.

SELECTED TECHNICAL PROJECTS

Conference Scheduler App 2026

- Identified core failures in an international research conference's official app — no talk-level search or scheduling — and rapidly built a better alternative with Claude Code: full-text search, per-talk scheduling, and a live "happening now" view keyed to the event's 30-minute talk grid.
- Conference organizers adopted my app and embedded it in the official app. Rapidly achieved widespread adoption (>75% of attendees).

Some-R-Set Scorepad App

2026

- Real-time multiplayer scorekeeping app for a team-based card game, built with Claude Code and shipped as a single dependency-free HTML file — vanilla JavaScript, no framework or build step — that installs as an offline-capable web app.
- Automates the bid-and-set arithmetic players routinely get wrong: hand-by-hand bid and take entry, automatic set penalties and dealer rotation. A two-phase entry flow lets one player log a bid while the whole table spectates the hand live, then any device records the result.
- Firebase drives live cross-device sync, players join a game or tournament with a six-character code, alongside cloud backup with device linking and privacy-preserving stats sharing between players.
- On top of the core scorepad sit three tournament formats (single elimination, double elimination, round robin) and a Personal Stats engine that computes leaderboards, win streaks, moon-conversion rates, and best-partner and nemesis records retroactively from game history.

Self-Hosted LLM Lab

2025–Present

- Running a local LM Studio environment for systematic prompt-engineering experimentation on open-source models.

Pharmacy Voice Agent

2025

- Designed a multi-agent voice bot for a fictional pharmacy: wireframed in Figma, built it in Voiceflow, and backed with a synthetic retail pharmacy database in Airtable.
- A routing agent triages every call into FAQ, patient-specific, or clinical questions. Patient-specific requests are gated behind an identity-verification step (name + date of birth) before any prescription information is disclosed; callers who can't be verified are declined and offered a transfer, never given prescription details. Verified callers are resolved against Airtable via a live API call, and a classification agent sorts the inquiry (ready for pickup, awaiting prescriber approval, expired, insurance delay/prior authorization, or other) to route to the matching response. Clinical or medication questions are deliberately kept out of the bot's scope and escalated to a human pharmacist rather than answered.

EDUCATION

PhD, Sociology — University of California, Los Angeles	2024
MA, Sociology — Illinois State University	2015
BS, Sociology — Illinois State University	2012

TRAINING & CERTIFICATIONS

Anthropic Academy — Claude Code, Claude API, prompt engineering, agent development	2026
Boot.dev — Introduction to Python	2026
DeepLearning.AI — ChatGPT Prompt Engineering for Developers	2025