T. James Brandt

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EDUCATION

University of Minnesota – Twin Cities, Minneapolis, MN

• M.S., Human Factors & Ergonomics (GPA: 4.0/4.0)

Sep 2025

- Thesis: Multimodal Anthropomorphism in Companion Chatbots: Examining Avatar Choice and Adaptive Language Style with Kagami
- B.S., Interdisciplinary Design & Psychology (GPA: 3.76/4.0)

Jan 2023

Prior Undergraduate Study: Lawrence University; Minnesota & Washington Community Colleges

2014-2020

RESEARCH EXPERIENCE

Principal Investigator, Designer, & Developer

Jun 2024-Sep 2025

University of Minnesota, Minneapolis, MN

- Built a full-stack research platform (React, FastAPI, GPT-4) to run controlled HAI experiments.
- Designed a preregistered 3 × 2 experiment (N=162) on avatar customization and linguistic adaptation for companion chatbots.
- Found evidence for an "Adaptation Paradox," where algorithmic mimicry reduced perceived adaptiveness while user-generated avatars improved rapport.

Graduate Research Assistant, Conversational AI

Sep 2024-May 2025

College of Design, University of Minnesota, Minneapolis, MN

• Led user-centered design research for a health education LLM; conducted 15+ semi-structured interviews and thematic analysis to define core requirements.

Graduate Research Assistant, Preschool Plates NIH R01 Study

Sep 2023-May 2025

Medical School, Univ. of Minnesota, Minneapolis, MN

- Managed and analyzed longitudinal datasets in R and Python for a large NIH-funded cohort study.
- Led recruitment/data collection for 225+ parent-child dyads, maintaining ~90% retention with HIPAA protocol adherence.

UX Research Assistant, Cardiac Anesthesia Pedagogical Platform

May 2022-Jan 2023

College of Design & Medical School, Univ. of Minnesota, Minneapolis, MN

• Conducted contextual inquiry and needs assessment with medical residents to inform a training platform design.

Publications

Journal Articles

Loth, K. A., Wolfson, J., Barnard, M., Hogan, N., Brandt, T. J., Fulkerson, J. A., & Fisher, J. O. (2025).
Examining the Longitudinal Impact of Within- and Between-Day Fluctuations in Food Parenting Practices on Child Dietary Intake: Protocol for a Longitudinal Cohort Study. JMIR Research Protocols, 14, e73276. DOI

Under Review

- Brandt, T. J., & Wang, C. X. (2025). The Adaptation Paradox: Agency vs. Mimicry in Companion Chatbots. Under review at ACM CHI 2026. Preprint: arXiv:2509.12525
- Brandt, T. J. (2025). Navigating the Synchrony-Stability Frontier in Adaptive Chatbots. Under review at ACM IUI 2026. Preprint: arXiv:2510.00339
- Brandt, T. J. (2025). Kagami: A Research Platform for Studying Multimodal Personalization in Conversational Agents. Under review at JOSS.

Thesis

• Brandt, T. J. (2025). Multimodal Anthropomorphism in Companion Chatbots: Examining Avatar Choice and Adaptive Language Style with Kagami. Master's Thesis, University of Minnesota, Twin Cities.

Industry Experience

Design Strategist

Oct 2025-Present

Johns Hopkins University Applied Physics Laboratory (APL), Laurel, MD

Human-Centered Design & Engineering Intern

May 2025-Sep 2025

Johns Hopkins University Applied Physics Laboratory (APL), Laurel, MD

UX Designer & Researcher

Jun 2019-Sep 2021

Jones Jones LLC, New York City, NY

Presentations

- Brandt, T. J. (2025). Kagami: An Adaptive AI Companion for Research. dmi: New Voices Conference, Washington, D.C.
- Wang, C., & Brandt, T. J. (2025). Designing AI with a Human-Centered Lens. dmi: New Voices Conference, Washington, D.C.

TEACHING & MENTORING

Invited Guest Lecturer, Senior Design Portfolio Course

Spring 2025

University of Minnesota, Minneapolis, MN

Honors & Awards

• University of Minnesota Dean's List

2021-2023

• Assorted Academic Scholarships, University of Minnesota

2021-2023

SERVICE & COMMUNITY ENGAGEMENT

Youth Program Volunteer

Fall 2023

Ginew/Golden Eagles Program, Minneapolis American Indian Center, Minneapolis, MN

Community COVID-19 Vaccination Clinic Volunteer

Jan-Mar 2021

M Health Fairview, Minneapolis, MN

CERTIFICATIONS & TRAINING

Certified Paralegal

2019

Seattle Central College, Seattle, WA

TECHNICAL SKILLS

- Programming: Python (Pandas, NumPy, scikit-learn, statsmodels), R (tidyverse, lme4), JavaScript (React, Vite)
- Research Methods: Experimental Design (Preregistered), ANOVA/LM/GLM, Thematic Analysis, Usability Testing, Contextual Inquiry, Survey Design (Qualtrics, REDCap)
- Frameworks & Tools: FastAPI, Git/GitHub, Figma, Qualtrics, Prolific
- Open Science: Zenodo, OSF, OpenAI/Anthropic/Google AI APIs