# Zhen Li

## Personal Data

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## Education

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|---|---|
| (Present) | Doctor of Philosophy in Computer Science **University of Toronto**, Toronto, Canada |
| June 2017 | Master of Science in Computer Science **University of Toronto**, Toronto, Canada Average Grade: A+ |
| July 2015 | Bachelor of Engineering in Computer Science **Tsinghua University**, Beijing, China Gpa: 92/100 \| Rank: 4/123 |

## Publications

Mingming Fan, **Zhen Li**, and Franklin Mingzhe Li. 2020. Eyelid Gestures on Mobile Devices for People with Motor Impairments. In *the 22nd International ACM SIGACCESS Conference on Computers and Accessibility* (ASSETS '20), October 26–28, 2020, Virtual Event, Greece. https://doi.org/10.1145/3373625.3416987

**Zhen Li**, Mingming Fan, Ying Han, and Khai N. Truong. 2020. iWink: Exploring Eyelid Gestures on Mobile Devices. In *1st International Workshop on Human-centric Multimedia Analysis* (HuMA '20), October 12, 2020, Seattle, WA, USA. https://doi.org/10.1145/3422852.3423479

**Zhen Li**, Michelle Annett, Ken Hinckley, Karan Singh and Daniel Wigdor. 2019. HoloDoc: Enabling Mixed Reality Workspaces that Harness Physical and Digital Content. In *CHI Conference on Human Factors in Computing Systems Proceedings* (CHI '19), May 4-9, 2019, Glasgow, Scotland UK. https://doi.org/10.1145/3290605.3300917

**Zhen Li**, Michelle Annett, Ken Hinckley and Daniel Wigdor. 2019. SMAC: A Simplified Model of Attention and Capture in Multi-Device Desk-Centric Environments. In *Proceedings of the ACM on Human-Computer Interaction* (EICS '19), issue EICS, Article 2 (June 2019). https://doi.org/10.1145/3300961

Weinan Shi, Chun Yu, Xin Yi, **Zhen Li**, and Yuanchun Shi. TOAST: Ten-Finger Eyes-Free Typing on Touchable Surfaces. In *Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies* (UBICOMP '18), Vol. 2, No. 1, Article 33 (March 2018). https://doi.org/10.1145/3191765

## Internships

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| Apr-Sep 2019 | Research Intern<br>Supervised by Dr. Michael Glueck, **Chatham Labs** |
| Jul-Sep 2014 | Keyboard-Surface Interaction: Using the Keyboard's Surface as a Pointing Device<br>Supervised by Prof. Anind K. Dey, HCI Institute, **Carnegie Mellon University**<br>Designed the first stage of the user study and contributed to the gesture recognition |

## Scholarships and Awards

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| Mar 2015 | ST Engineering China Scholarship |
| Oct 2014 | Tsinghua – Dongshi Dongfang Scholarship |
| Aug 2014 | Google Excellence Scholarship |
| Mar 2014 | ST Engineering China Scholarship |
| Oct 2013 | Tsinghua – Zheng Geru Scholarship |
| Mar 2013 | ST Engineering China Scholarship |
| Oct 2012 | Tsinghua – Zhang Ronghua Scholarship |

## Teaching

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|---|---|
| May-Aug 2020 | **Teaching Assistant**<br>Introduction to Computer Science, CSC108<br>Department of Computer Science, **University of Toronto** |
| Jan-Apr 2020 | **Teaching Assistant**<br>The Design of Interactive Computational Media, CSC318<br>Department of Computer Science, **University of Toronto** |
| Jan-Dec 2019 | **Teaching Assistant**<br>Introduction to Computer Science, CSC108<br>Department of Computer Science, **University of Toronto** |
| May 2016 - Dec 2018 | **Teaching Assistant**<br>Introduction to Computer Science, CSC148<br>Department of Computer Science, **University of Toronto** |
| Jan-Apr 2016 | **Teaching Assistant**<br>Introduction to Computer Science, CSC108<br>Department of Computer Science, **University of Toronto** |
| Sep-Dec 2011 | **Teaching Assistant**<br>Fundamentals of Programming, No.30240233<br>Department of Computer Science and Technology, **Tsinghua University** |

## Languages

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|---|---|
| Chinese: | Native |
| English: | Fluent |
| Korean: | Fluent |

## Professional Skills

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| Programming Languages: | C/C++/C#, Python, Java, MATLAB, VHDL, Assembly Language |
| Other Softwares: | Unity, Rhino3D, Django |