

# Zhen Li

## PERSONAL DATA

---

PHONE: +1 647 862 1938  
EMAIL: [zhen@cs.toronto.edu](mailto:zhen@cs.toronto.edu)  
ADDRESS: Room BA 5166, 40 St. George Street  
Toronto, Ontario Canada M5S 2E4

## EDUCATION

---

(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

---

**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.

**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).

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).

## INTERNSHIPS

---

JUL-SEP 2014	Keyboard-Surface Interaction: Using the Keyboard's Surface as a Pointing Device Supervised by Prof. Anind K. Dey, HCI Institute, <b>Carnegie Mellon University</b> Designed the first stage of the user study and contributed to the gesture recognition
--------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## SCHOLARSHIPS AND AWARDS

---

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

---

WINTER 2019	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Tom Fairgrieve, CSC108 Department of Computer Science, <b>University of Toronto</b>
FALL 2018	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. David Liu, CSC148 Department of Computer Science, <b>University of Toronto</b>
SUMMER 2018	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Lisa Zhang, CSC148 Department of Computer Science, <b>University of Toronto</b>
WINTER 2018	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Daniel Heap, CSC148 Department of Computer Science, <b>University of Toronto</b>
FALL 2017	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Diane Horton, CSC148 Department of Computer Science, <b>University of Toronto</b>
WINTER 2017	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Daniel Heap, CSC148 Department of Computer Science, <b>University of Toronto</b>
FALL 2016	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. David Liu, CSC148 Department of Computer Science, <b>University of Toronto</b>
SUMMER 2016	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Amir H. Chinai, CSC148 Department of Computer Science, <b>University of Toronto</b>
WINTER 2016	<b>Teaching Assistant</b> INTRODUCTION TO COMPUTER SCIENCE, Prof. Jacqueline Smith, CSC108 Department of Computer Science, <b>University of Toronto</b>
FALL 2011	<b>Teaching Assistant</b> FUNDAMENTALS OF PROGRAMMING, Prof. Mingxing Xu, No.30240233 Department of Computer Science and Technology, <b>Tsinghua University</b>

## LANGUAGES

---

CHINESE: Native  
ENGLISH: Fluent  
KOREAN: Fluent

## PROFESSIONAL SKILLS

---

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