

# MINGRUI ZHANG

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## EDUCATION

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**University of Washington, Seattle**

*Sep. 2017 - Present*

Ph.D. student, the Information School

Advisor: Jacob O. Wobbrock

**Tsinghua University, Beijing**

*Aug. 2013 - Jul. 2017*

Bachelor of Engineering, Department of Computer Science and Technology

GPA 91.0 (Rank 13/127)

Minor in journalism

**Massachusetts Institute of Technology, Boston**

*Jun. 2016 - Sep. 2016*

Visiting student, the Fluid Interfaces Group, Media Lab

Advisor: Pattie Maes

**The Chinese University of Hong Kong, Hong Kong**

*Sep. 2015 - Dec. 2015*

Exchange student, Department of Computer Science and Engineering

## RESEARCH INTEREST

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**Human Computer Interaction**

Text Entry / Input Method / Natural User Interface

## PUBLICATIONS

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- C.9 Zhihang Dong, Tongshuang Wu, Sicheng Song, **Mingrui “Ray” Zhang**. (2020). **Interactive Attention Model Explorer for NLP Tasks with Unbalanced Data Sizes**. 2019 IEEE Pacific Visualization Symposium (PacificVis)
- C.8 **Mingrui “Ray” Zhang**, Wobbrock, J.O. (2020). **Gedit: Keyboard gestures for mobile text editing**. Proceedings of Graphics Interface (GI '20). Toronto, Ontario (May 21-22, 2020). Toronto, Ontario: Canadian Information Processing Society.
- C.7 Erin Beneteau, Yini Guan, Olivia K. Richards, **Mingrui “Ray” Zhang**, Julie A. Kientz, Jason Yip, Alexis Hiniker. (2020). **Assumptions Checked: How Families Learn About and Use the Echo Dot**. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT 2020). New York: ACM Press.
- C.6 **Mingrui “Ray” Zhang**, He Wen, Jacob O. Wobbrock. (2019). **Type, Then Correct: Intelligent Text Correction Techniques for Mobile Text Entry Using Neural Networks**. Proceedings of the 32nd Annual ACM Symposium on User Interface Software Technology (UIST '19). New York: ACM Press.
- C.5 **Mingrui “Ray” Zhang**, Jacob O. Wobbrock. (2019). **Beyond the Input Stream: Making Text Entry Evaluations More Flexible with Transcription Sequences**. Proceedings of the 32nd Annual ACM Symposium on User Interface Software Technology (UIST '19). New York: ACM Press.
- C.4 **Mingrui “Ray” Zhang**, Shumin Zhai, Jacob O. Wobbrock. (2019). **Text entry throughput: Towards unifying speed and accuracy in a single performance metric**. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 19). New York: ACM Press.

- C.3 Alexis Hiniker, Jon Froehlich, **Mingrui “Ray” Zhang**, Erin Beneteau. (2019). **Anchored Audio Sampling: A Seamless Method for Exploring Childrens Thoughts and Reactions During Deployment Studies**. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 19). New York: ACM Press. *Best Paper Award*
- C.2 Erin Beneteau, Olivia K. Richards, **Mingrui “Ray” Zhang**, Julie A. Kientz, Jason Yip, Alexis Hiniker. (2019). **Communication Breakdowns Between Families and Alexa**. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 19). New York: ACM Press.
- C.1 Xin Yi, Chun Yu, **Mingrui Zhang**, Sida Gao, Ke Sun, Yuanchun Shi. (2015). **ATK: Enabling Ten-Finger Freehand Typing in Air Based on 3D Hand Tracking Data**. Proceedings of the 28th Annual ACM Symposium on User Interface Software Technology (UIST '15). ACM, New York, NY, USA, 539-548.

## HONORS & AWARDS

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<b>Best Paper Award, ACM CHI</b>	<i>2019</i>
<b>Excellent graduate of the CST Department, Tsinghua</b>	<i>2017</i>
<b>The National Scholarship of China (Top 1%)</b>	<i>2016</i>
<b>1st winner of the National Database Conference Cup</b>	<i>2016</i>
<b>Best note of Youdao Course Note Competition</b>	<i>2015</i>

## RESEARCH EXPERIENCE

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<b>Fluid Interfaces Group, MIT Media Lab</b>	<i>Jun. 2016 - Sep. 2016</i>
<i>Visiting Student</i> . Developed the hardware and algorithm of project Fluxa. Led the project Shoulder Muscle-Computer Interface. Programmed with Myo armband. Signal processing and pattern recognition with EMG.	
<b>Multimedia Lab, the Chinese University of Hong Kong</b>	<i>Jun. 2015 - Aug. 2015</i>
<i>Research Assistant</i> . Write experimental codes on machine learning, modified the CXXNET (a framework of deep learning). code and revised the convolution layer of it. The result proved not applicable.	

## WORK EXPERIENCE

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<b>Google Inc. Mountain View, CA</b>	<i>Oct. 2019 - Dec. 2019</i>
<i>Advised by Shumin Zhai</i>	
<i>Research Intern</i> . Modification and exploration on Google Gboard features.	
<b>Momenta.ai Inc. Beijing</b>	<i>Dec. 2016 - Jun. 2017</i>
<i>Advised by Ji Liang</i>	
<i>Research Intern</i> . Research on road segmentation. Modify Full Convolutional Network base model on Caffe and PyTorch. Boost recall accuracy about 5%. Speed up framework from 8fps to 100fps.	
<b>MailTime Inc. Beijing</b>	<i>Feb. 2016 - Jun. 2016</i>
<i>iOS Intern</i> . Redesigned interaction logic and UI, user tutorial and feedback, increased 25% of the user retention.	
<b>Chestnut Tech Inc. Beijing</b>	<i>Oct. 2014 - Jan. 2016</i>
<i>Co-founder, iOS Developer</i> . Main developer of Parocam application, Face transform algorithm, UI design and product operation.	

## PROJECTS

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**PAROCAM IOS APP @Chestnut Tech Inc.***Nov.2014 - Jan.2016*

- A funny iOS app transforming images of human faces (such as stretching the mouth) in real time, using multithread face-detection tech based on GPU.
- Developed functions of Chat Bubbles, Video Merge.
- 20,000 downloads in App Store (with overall rating 4+).

**SPAM DETECTING ON Q-A COMMUNITY @NDBC CUP16***May. 2016 - Jun. 2016*

- Designed a novel approach to detect spam answers in Q-A community.
- Using CNN and Word2Vec, with additional NLP data pre-processing. F-value 66.0%.
- Win first place in the competition.

**PERSPECTIVE TRACKING VIDEO CHATTING***Jan. 2017 - Jun. 2017*

- Video Communication system supporting perspective tracking to imitate face-to-face scenario.
- Improved Head tracking, panorama camera used to capture First-person view on the remote side. Made with Unity.

**TALKS**

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**2019****Stanford University**, *Text Entry for the New Era*, Palo Alto, CA, USA**TEACHING**

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INFO 360 Design Thinking, UW Seattle

*2017 Fall, 2018 Winter*

INFO 498 Rapid Prototyping, UW Seattle

*2018 Spring*

INFO 449 iOS Programming, UW Seattle

*2019 Winter*

INFO 490 Undergraduate Capstone, UW Seattle

*2020 Winter, 2020 Spring***PROFESSIONAL SERVICE**

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**Assistant for early planning**

CHI 20

**Peer Reviewer**

CHI 19, 20; UIST 19; IEEE THMS 20

**SKILLS**

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**Programming**

C/C++/C#/Java/JavaScript/Kotlin/MATLAB/Objective-C/Python

**Journalism**

Chinese writing/Interview

**Art & Media**

Adobe Photoshop/Adobe Premiere/Final Cut Pro