

MINGRUI ZHANG

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EDUCATION

University of Washington, Seattle

Sep. 2017 - June 2022 (expected)

Ph.D. in Information Science, The Information School
Focus: Human-Computer Interaction
Advisor: Jacob O. Wobbrock

Tsinghua University, Beijing

Aug. 2013 - Jul. 2017

B.Eng. with Honors, Department of Computer Science and Technology
Minor in journalism

Massachusetts Institute of Technology, Boston

Jun. 2016 - Sep. 2016

Visiting student, the Fluid Interfaces Group, MIT 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

Human-Computer Interaction

My research interests are in **Human-Computer Interaction**, specifically in evaluating and inventing **AI-mediated interactions** to facilitate the **input and understanding of information**, as well as to create equal information access for **people with disabilities**.

PEER-REVIEWED CONFERENCE PAPERS

- C.15 Alexis Hiniker, Amelia Wang, Jonathan Tran, **Mingrui “Ray” Zhang**, Jenny Radesky, Kiley Sobel, Sungsoo Ray Hong. (2021). Can Conversational Agents Change the Way Children Talk to People? *Proceedings of the 20th Annual ACM Conference on Interaction Design and Children (IDC 21)*. Athens, Greece (June 24-30, 2021). New York: ACM Press.
- C.14 Ruolin Wang, Zixuan Chen, **Mingrui “Ray” Zhang**, Zhaoheng Li, Zhixiu Liu, Zhihan Dang, Chun Yu, Xiang “Anthony” Chen. (2021) Revamp: Enhancing Accessible Information Seeking Experience of Online Shopping for Blind or Low Vision Users. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI ’21)*. Yokohama, Japan (May 8-13, 2021). New York: ACM Press. [26%]
- C.13 **Mingrui “Ray” Zhang**, Ruolin Wang, Xuhai Xu, Qisheng Li, Ather Sharif and Jacob O. Wobbrock. (2021). Voicemoji: Emoji entry using voice for visually impaired people. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI ’21)*. Yokohama, Japan (May 8-13, 2021). New York: ACM Press. [26%]
- C.12 **Mingrui “Ray” Zhang**, Shumin Zhai. (2021). PhraseFlow: Designs and Empirical Studies of Phrase-Level Input. *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI ’21)*. Yokohama, Japan (May 8-13, 2021). New York: ACM Press. [26%]
- C.11 **Mingrui “Ray” Zhang**, Alex Mariakakis, Jacob Burke and Jacob O. Wobbrock. (2021). A comparative study of lexical and semantic emoji suggestion systems. *Proceedings of iConference 2021. Beijing, China (March 17-31, 2021)*. Lecture Notes in Computer Science. Switzerland: Springer. [31%]

- C.10 Wenzhe Cui, Suwen Zhu, **Mingrui “Ray” Zhang**, H. Andrew Schwartz, Jacob O. Wobbrock, Xiaojun Bi. (2020). JustCorrect: Intelligent post hoc text correction techniques on smartphones. *Proceedings of the ACM Symposium on User Interface Software & Technology (UIST ’20)*. Minneapolis, Minnesota (October 20-23, 2020). New York: ACM Press. [22%]
- C.9 Zhihang Dong, Tongshuang Wu, Sicheng Song, **Mingrui “Ray” Zhang**. (2020). Interactive Attention Model Explorer for NLP Tasks with Unbalanced Data Sizes. *2020 IEEE Pacific Visualization Symposium (PacificVis)*. Tianjin, China (Jun 3-5, 2020). IEEE Computer Society. [24%]
- C.8 **Mingrui “Ray” Zhang**, Jacob O. Wobbrock. (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. [24%]
- 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. [24%]
- 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. [24%]
- 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 \(Top 1%\)](#)
- 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. [24%]
- C.1 Xin Yi, Chun Yu, **Mingrui “Ray” 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)*. New York: ACM Press. [24%]

OTHER PUBLICATIONS

- P.2 **Mingrui “Ray” Zhang**, Shumin Zhai. (2020). Partial-Candidate Commit for Chinese Pinyin Text Entry, *Technical Disclosures Commons*
- P.1 **Mingrui “Ray” Zhang**, Shumin Zhai. (2021) Two-handed Typing Method on an Arbitrary Surface. *Technical Disclosures Commons*

BOOK CHAPTERS

B.2 Mingrui “Ray” Zhang, He Wen, Wenzhe Cui, Suwen Zhu, H.Andrew Schwartz, Xiaojun Bi and Jacob O. Wobbrock. (2021). AI-driven Intelligent Text Correction Techniques for Mobile Text Entry. Chapter 6 in Yang Li & Otmar Hilliges (eds.), *Artificial Intelligence for Human Computer Interaction: A Modern Approach*. Switzerland: Springer.

B.1 Mingrui “Ray” Zhang. (2015 - present). *When Rocket Launches*. on Gitbook

HONORS & AWARDS

Special Recognition, CHI paper reviews	<i>2021</i>
Best Paper Award, ACM CHI	<i>2019</i>
Excellent Graduate of the CST Department, Tsinghua	<i>2017</i>
The National Scholarship of China (Top 1%)	<i>2016</i>
1st Winner of the National Database Conference Cup	<i>2016</i>

PROFESSIONAL EXPERIENCE

ACE Lab, University of Washington *Oct. 2017 - Present*
Lab Director: Jacob O. Wobbrock Research Assistant. AI-Mediated information interaction techniques.

User Empowerment Lab, University of Washington *Jun. 2018 - Present*
Lab Director: Alexis Hiniker Research Assistant. Develop mobile applications for conducting various experiments on virtual assistants with kids and families. Investigate the digital news consumption experience during the COVID pandemic. Conduct qualitative interviews and surveys to identify the dark patterns of mobile applications, design and develop alternative mobile clients to promote positive technology use.

Apple Inc. Seattle, WA *Jun. 2021 - Sep. 2021*
Advised by Huy Viet Le and Tim Paek
Research Intern. Prototyping and behavior modeling on novel input experience.

Facebook Reality Labs. New York, NY *Jun. 2020 - Oct. 2020*
Advised by Adam Berenzweig
Research Intern. EMG-based text entry interaction. Designed, implemented and evaluated multiple prototypes with the wearable device to enable text entry on any surface. Improved the neural network model performance on gesture classification with new loss functions.

Google Inc. Mountain View, CA *Oct. 2019 - Dec. 2019*
Advised by Shumin Zhai
Research Intern. Modification and exploration on Google Gboard auto-correction features.

Momenta.ai Inc. Beijing *Dec. 2016 - Jun. 2017*
Advised by Ji Liang
Research Intern. Freespace road segmentation. Modified Full Convolutional Network base model on Caffe and PyTorch. Boosted recall & accuracy about 5%. Speeded up framework from 8fps to 100fps.

Fluid Interfaces Group, MIT Media Lab *Jun. 2016 - Sep. 2016*
Visiting Student. 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.

MailTime Inc. Beijing *Feb. 2016 - Jun. 2016*
iOS Intern. Redesigned interaction logic and UI, user tutorial and feedback, increased 25% of the user retention.

Multimedia Lab, the Chinese University of Hong Kong

Jun. 2015 - Aug. 2015

Research Assistant. 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.

Chestnut Tech Inc. Beijing

Oct. 2014 - Jan. 2016

Co-founder, iOS Developer. Main developer of Parocam application, Face transform algorithm, UI design and product operation.

TEACHING

Teaching Assistant

INFO 201 Foundational Skills for Data Science, UW Seattle

2021 Fall

INFO 490 Undergraduate Capstone, UW Seattle

2020 Winter, 2020 Spring

INFO 449 iOS Programming, UW Seattle

2019 Winter

INFO 360 Design Thinking, UW Seattle

2017 Fall, 2018 Winter

INFO 498 Rapid Prototyping, UW Seattle

2018 Spring

Guest Lecturer

INFO 463 Input and Interaction, UW Seattle

2020 Fall

STUDENTS MENTORED

Jiahao Tim Li (UW Undergraduate)

Oct. 2021 - Present

Raveena Rao (UW Undergraduate)

Feb. 2021 - Jun. 2021

Sara Behbakht (UW Undergraduate)

Apr. 2020 - Jun. 2020

Ashley Boone (UW Undergraduate, now a PhD student at Georgia Tech)

Feb. 2021 - Jun. 2020

Jacob Burke (UW Undergraduate, now at Microsoft) [C.11]

June. 2018 - Sep. 2018

INVITED TALKS

2021

University of Washington, *Intelligent Text Input Methods and Metrics*, Seattle, WA, USA

2019

HCI Seminar, Stanford University, *Text Entry for the New Era*, Palo Alto, CA, USA

Google Android UX Group, *Text Entry for the New Era*, Mountain View, CA, USA

PROFESSIONAL SERVICE

UW DUB Seminar Coordinator

2021

Assistant for early planning

CHI '20

Peer Reviewer

CHI '19 - '22; UIST '19 - '21; MobileHCI '21;
AutomobileUI '21; IEEE EICS '21; THMS '20;