

# Jialin Huang

✉ jhuang26@gmu.edu

I am a Ph.D. student at George Mason University specializing in Human-AI Interaction and Accessibility. My research focuses on developing multimodal interfaces and human-centered generative systems that integrate sound, gesture, and visual feedback to support non-visual perception and creative workflows. I have extensive experience in mixed-method research, combining quantitative performance analysis with qualitative formative studies and thematic coding across expert and BVI user populations. My work bridges vision-language models such as GPT-4o and segmentation models like SAM with interactive system design, and I am currently extending these approaches toward generative AI-powered accessibility tools with BVI users. Through this, I aim to leverage Generative AI for Social Good by democratizing access to complex 3D graphics and digital media creation.

## EDUCATION

### George Mason University

*Ph.D. in Computer Science, advised by Prof. Yotam Gingold*

**Fairfax, VA**

*Sept. 2021 - Present*

### University of Science and Technology of China

*B.S. in Applied Mathematics.*

**Hefei, China**

*Sept. 2015 - Jun. 2019*

- Thesis: Generation and Simplification of Quadrilateral Mesh on 2D Planes.

## PUBLICATIONS

- [1] **Jialin Huang**, Rana Hanocka, Alexa Siu, Yotam Gingold, "Sonifying Fingertip Interactions for Non-Visual Virtual Shape Perception", SIGGRAPH Asia, 2023. (link)
- [2] **Jialin Huang**, Prem Seetharaman, Timothy Richard Langlois, Li-Yi Wei, Rubaiat Habib Kazi, Yotam Gingold, "MoSound: An Interactive Tool for Generative Sound Design in Motion Graphics", ACM CHI, 2026. (link)

## RESEARCH EXPERIENCE

### Adobe Research

*Research Intern*

**Seattle, WA**

*May 2024 - Aug. 2024*

- **Accessible sound design for motion graphics**: Designed human-centered generative workflows for motion graphics sound authoring by integrating vision-language models (GPT-4o), segmentation (SAM2), and audio synthesis, and evaluated the system through mixed-methods user studies combining quantitative usability metrics with qualitative formative feedback.

### CraGL Lab@George Mason University

*Graduate Student Research Assistant*

**Fairfax, VA**

*Sept. 2021 - present*

- **Accessible 3D Mesh Generation and Editing (Ongoing Project)**: Designed interactive systems that combine ML-based 3D mesh generation from sparse geometry + text prompts with hand-object registration and gesture-based editing. Enables BVI users to retrieve, generate, and manipulate 3D models through multimodal interaction.
- **Non-Visual Shape Perception**: Non-visual shape perception using sonification for visually impaired people. Created a VR interface for users to sense the virtual 3D shape through hand tracking and sound-field-based sonification feedback.

## SKILLS

- **Programming & Systems**  
Python, C++, C#, Java, Unity, React
- **Research Methods**  
Mixed-Methods HCI, Quantitative Usability Evaluation, Qualitative Interviews, Formative Studies, Thematic Coding, Accessibility Research
- **XR & Interaction Prototyping**  
VR Interaction Design, Hand Tracking, Sonification, Real-Time Multimodal Feedback, Blender, Oculus Quest
- **Multimodal AI & Generative Systems**  
Vision-Language Models (GPT-4o), Segmentation (SAM/SAM2), Text-to-Audio Generation, Multimodal Prompting, Human-in-the-loop Generative Pipelines