

JESSE J. MARTINEZ

PhD Candidate

Paul G. Allen School of Computer Science & Engineering
University of Washington

SUMMARY

Interactive Media Accessibility Researcher.

I explore how people hack access in imperfectly accessible contexts. My research leverages media theory, game design, disability justice, and critical design perspectives to complement traditional HCI practice and reframe our understanding of "access" so we can better consider the people, technology, and contexts we design for.

EDUCATION

University of Washington

Ph.D. Student, Computer Science & Engineering
Advised by James Fogarty

2019–Present

M.S. Computer Science & Engineering
Conferred December 2023

University of Chicago
B.S. Computer Science (Specialization: Cryptography)

2015-2019

SELECTED PUBLICATIONS & PRESENTATIONS

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| CHI 2024 | Playing on Hard Mode: Accessibility, Difficulty and Joy in Game Adoption for Gamers with Disabilities
Jesse J. Martinez , Jon E. Froehlich, James Fogarty
<i>Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems</i> |
| ASSETS 2025 | Modeling Accessibility: Characterizing What We Mean by "Accessible"
Kelly Avery Mack, Jesse J. Martinez , Aaleyah Lewis, Jennifer Mankoff, James Fogarty, Leah Findlater, Heather D. Evans, Cynthia L. Bennett, Emma J. McDonnell
<i>Proceedings of the 2025 International ACM SIGACCESS Conference on Computers and Accessibility</i> |
| CHI EA 2025 | OURCADE: A Game to Solve Real-World Game Accessibility Puzzles
Jesse J. Martinez
<i>Extended Abstract Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems</i> |
| CHI 2023 | Chart Reader: Accessible Visualization Experiences Designed with Screen Reader Users
Jesse J. Martinez & John R. Thompson, Alper Sarikaya, Edward Cutrell, Bongshin Lee
<i>Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems</i> |
| GDC 2023 | Building an Accessible Board Game
Carol Mertz, Morgan Baker, Jesse J. Martinez
<i>Game Developers Conference 2023</i> |
| CSCW 2022 | Joint Media Engagement in Families Playing <i>Animal Crossing: New Horizons</i> during the COVID-19 Pandemic
Jesse J. Martinez , Travis Windleharth, Qisheng Li, Arpita Bhattacharya, Katy E. Pearce, Jason C. Yip, Jin Ha Lee
<i>ACM Computer Supported Cooperative Work and Social Computing 2022</i> |

TEACHING

- | | | |
|-----------|---|--------------------------|
| 2020-2025 | CSE 440: Intro to Human-Computer Interaction <ul style="list-style-type: none">• Instructor: Spring 2024• Course Redesign TA: Summer 2024• TA: Fall 2025, Fall 2024, Winter 2024, Spring 2022, Winter 2020 | University of Washington |
| 2023 | CSE 493E: The Future of Access Technologies <ul style="list-style-type: none">• TA: Fall 2023 | University of Washington |
| 2021 | CSE 340: Intro to Interaction Programming <ul style="list-style-type: none">• TA: Spring 2021 | University of Washington |

SELECT ADDITIONAL WORK EXPERIENCE

2022-Present	Game Accessibility Consultant	Independent
• Accessibility consultant for games studios, providing cross-disability playtesting & evaluation		
Summer 2023	Research Scientist/Engineer Intern	Adobe Research
• Mentors: Jane Hoffswell (Adobe Seattle), Shunan Guo (Adobe San Jose) • Project: Designing Multilinear Data Storytelling for Adobe Analytics		
Summer 2021	Graduate Research Intern	Microsoft Research
• Mentors: John Thompson (MSR EPIC), Bongshin Lee (MSR EPIC), Ed Cutrell (MSR Ability) • Project: Designing Accessible Data Visualizations & Data Experiences for Blind & Low-Vision Individuals		
2018-2019	Undergraduate Researcher	SUPERgroup @ UChicago
• Advisor: Blase Ur (Computer Science) • Smart home automation research in the Security, Usability, and Privacy Education & Research Group		
Summer 2017	Alternate Reality Game (ARG) Design Intern	University of Chicago
• Mentors: Patrick Jagoda & Ashlyn Sparrow (Media Arts & Design) • Game, puzzle, and narrative designer on UChicago's 2017 freshman orientation ARG ' <i>the parasite</i> '		

SERVICE

2023-Present	Accessibility Committee Member	Paul G. Allen School of Computer Science & Engineering
Hybrid/Virtual Experience Chair ASSETS 2024 (St. John's, Newfoundland) Co-chairs: Oliver Alonzo, Emma McDonnell, Jay Henderson		
2021-Present	Accessibility Student Coordinator	DUB Group, University of Washington
Graduate Visit Days Accessibility Coordinator UW CSE Graduate Student Volunteer Committee		
2023	Organizer - Accessible Esports Showcase	UW CREATE
2023-Present	Community Games Chair	UW CSE Graduate Student Volunteer Committee
2020-2023	Social Chair	UW CSE Graduate Student Volunteer Committee
2022	Student Volunteer (Accessibility)	CHI 2022 (New Orleans)
2020-2021	LGBTQ+ Events Coordinator	UW CSE Graduate Student Volunteer Committee

AWARDS & FELLOWSHIPS

2025	GitHub Research Grant Recipient	GitHub Accessibility
2025	Honorable Mention - Best Academic Research	Game Accessibility Conference Awards
2019-Present	LEAP Fellow	University of Washington
2019-2022	ARCS Fellowship	ARCS Foundation
2019-2020	College of Engineering Dean's Fellowship	University of Washington
2015-2019	University Scholar Award	University of Chicago
2015-2019	Neubauer National Hispanic Recognition Scholarship	University of Chicago

FULL LIST OF PUBLICATIONS & PRESENTATIONS

ASSETS 2025	Modeling Accessibility: Characterizing What We Mean by "Accessible"	
Kelly Avery Mack, Jesse J. Martinez , Aaleyah Lewis, Jennifer Mankoff, James Fogarty, Leah Findlater, Heather D. Evans, Cynthia L. Bennett, Emma J. McDonnell <i>Proceedings of the 2025 International ACM SIGACCESS Conference on Computers and Accessibility</i>		
Inaccessible and Deceptive: Examining Experiences of Deceptive Design with People Who Use Visual Accessibility Technology		
	Aaleyah Lewis, Jesse J. Martinez , Maitraye Das, James Fogarty	
<i>Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems</i>		

CHI EA 2025	OURCADE: A Game to Solve Real-World Game Accessibility Puzzles Jesse J. Martinez <i>Extended Abstract Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems</i>
CHI 2024	Playing on Hard Mode: Accessibility, Difficulty and Joy in Game Adoption for Gamers with Disabilities Jesse J. Martinez , Jon E. Froehlich, James Fogarty <i>Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems</i>
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CSCW 2022	Joint Media Engagement in Families Playing <i>Animal Crossing: New Horizons</i> during the COVID-19 Pandemic Jesse J. Martinez , Travis Windleharth, Qisheng Li, Arpita Bhattacharya, Katy E. Pearce, Jason C. Yip, Jin Ha Lee <i>ACM Computer Supported Cooperative Work and Social Computing 2022</i>
G&C 2022	Families playing <i>Animal Crossing</i> together: Coping with video games during the COVID-19 pandemic Katy E. Pearce, Jason C. Yip, Jin Ha Lee, Jesse J. Martinez , Travis W. Windleharth, Arpita Bhattacharya, Qisheng Li <i>Games & Culture 2022</i>
PPM 2022	"I need to just have a couple of White claws and play animal crossing tonight": Parents coping with video games during the COVID-19 pandemic. Katy E. Pearce, Jason C. Yip, Jin Ha Lee, Jesse J. Martinez , Travis W. Windleharth, Qisheng Li, Arpita Bhattacharya <i>Psychology of Popular Media 2022</i>
ASSETS EA 2021	A Preliminary Analysis of Android Educational Game Accessibility Jesse J. Martinez , James Fogarty, Jon Froehlich <i>Extended Abstract Proceedings of the 2021 International ACM SIGACCESS Conference on Computers and Accessibility</i>
ICSE 2019	AutoTap: Synthesizing and repairing trigger-action programs using LTL properties Lefan Zhang, Weijia He, Jesse J. Martinez , Noah Brackenbury, Shan Lu, Blase Ur <i>2019 IEEE International Conference on Software Engineering (ICSE)</i>
SPW 2019	When smart devices are stupid: Negative experiences using home smart devices Weijia He, Jesse J. Martinez , Roshni Padhi, Lefan Zhang, Blase Ur <i>2019 IEEE Security and Privacy Workshops</i>