

RESEARCH INTEREST

Social Computing; Human-AI Interaction; computational social science

EDUCATION

- 2022 – 2024 **University of Washington** – Seattle, WA
M.S. Computer Science
GPA: **3.98/4.00** – Dean's List all enrolled quarters
Advisor: Amy X. Zhang
- 2019 – 2022 **University of Washington** – Seattle, WA
B.S. Computer Science
B.A. Gender, Women & Sexuality Studies
GPA: **3.97/4.00** – Dean's List all enrolled quarters
Awards:
- 2020 John and JoAnne Wisniewski Endowed Scholarship in Computer Science & Engineering
 - 2021 JBT Tom Giacomini Engineering scholarship
 - 2022 Herring Phelps Scholarly Activism Award
 - [Husky 100 of 2022](#)
 - [Article about my UW journey](#) by the College of Arts & Sciences

PUBLICATIONS

- [c2] **Zhehui Liao**, Hanwen Zhao, Ayush Kulkarni, Shaan Chattrath, and Amy X. Zhang. Building Proactive and Instant-Reactive Safety Designs to Address Harassment in Social Virtual Reality. In *Proceedings of the ACM on Human-Computer Interaction*. (**CSCW 2025**)
- [c1] **Zhehui Liao**, Maria Antoniak, Inyoung Cheong, Evie Yu-Yen Cheng, Ai-Heng Lee, Kyle Lo, Joseph Chee Chang, Amy X Zhang. LLMs as Research Tools: A Large Scale Survey of Researchers' Usage and Perceptions. In *Proceedings of the Second Conference on Language Modeling*. (**COLM 2025**)
- Findings from this paper are highlighted in News from **ScienceInsider in Science**. ([full report](#))
- [w1] Inyoung Cheong, Alicia Guo, Mina Lee, **Zhehui Liao**, Kowe Kadoma, Dongyoung Go, Joseph Chee Chang, Peter Henderson, Mor Naaman, Amy X. Zhang. Penalizing Transparency? How AI Disclosure and Author Demographics Shape Human and AI Judgments About Writing. In **CHIWORK 2025 Workshop on Generative AI Disclosure, Ownership, and Accountability in Co-Creative Domains**

RESEARCH EXPERIENCE

Research Assistant | Social Futures Lab, UW | March 2022 – June 2024

- Advised by **Prof. Amy Zhang** on Social Computing research in two directions: 1) an independent research project on building systems to combat embodied harassment in VR games, 2) measuring the usage and impact of LLM tools for researchers, and the impact of disclosing LLM usage under different high-stakes scenarios.

Undergraduate Research Assistant | Make4All Lab, UW | Sept 2020 – Sept 2021

- Advised by **Prof. Jennifer Mankoff** and PhD student **Han Zhang** on accessibility technology research. Analyzed, cleaned, and aggregated 50,000+ Ecological Momentary Assessment (EMA) responses collected over four years for the UWEXP Study using Python in Jupyter Notebook to support research on UW Engineering students' health and well-being.

TEACHING EXPERIENCE

Teaching Assistant | CSE 440: Introduction to HCI at UW | Jan 2023 – June 2024

- Served as a TA for **five quarters** and a **guest lecturer** for two quarters in the intro HCI course. Mentored eight project teams per quarter, guiding them through the full user-centered design lifecycle: user research, task analysis, prototyping, evaluation, and presentations.
- Developed section materials and led weekly sections focused on team project creation and review of core lecture concepts. Collaborated with instructors on curriculum design, assignments, and grading rubrics across multiple offerings.

WORK EXPERIENCE

Product Manager | CoreAI, Microsoft, Redmond | September 2024 – Present

- Drive feature development and iteration for **GitHub Copilot in Visual Studio**. Delivered and maintained several features, e.g., Copilot completions, next edit suggestions, fix with Copilot, and more. Improved suggestion quality and feature usage (200k+ MEU) through new model or feature rollout.
- Present GitHub Copilot in Visual Studio to customers at different developer conferences, e.g., Microsoft Build, .NET conference, Microsoft MVP summit, and VSLive. Collected customer feedback through surveys and user studies, and translated insights into actionable work items for engineering and design teams.

Product Manager Intern | DevDiv, Microsoft, Redmond | June 2023 – September 2023

- Delivered specification documentation for [Dev Box](#)'s personalization feature, enabling easy customization and pre-configuration of development environments. Collaborated across disciplines to drive alignment on the spec.
- Conducted 50+ customer research sessions to identify pain points and product requirements, working with global customers across companies of varying sizes.

Software Engineer Intern | DevDiv, Microsoft, Redmond | June 2022 – September 2022

- Designed and built an automatic upgrade tool to migrate Windows Communication Foundation (WCF) projects from .NET Framework to CoreWCF on .NET Core using C#. It's an extension to the open-source .NET upgrade assistant. [GitHub code contribution](#)

LEADERSHIP EXPERIENCE & SERVICE

President | Society of Women Engineers at UW ([website](#)) | June 2022 – June 2023

- Led a leadership team of 30 officers to create academic, social, and corporate events and opportunities for all women engineering students at UW, as well as engineering outreach to underresourced local middle school, high school, and community colleges. Recruited around 500 active paid members as part of the UW chapter for the Society of Women Engineers.
- Applied efficient task assignment, planning, communication, and organization skills to keep the team productive while offering mentorship to support members in reaching their personal growth goals.

Founder & President | [Forward with Her Mentorship](#), China | June 2020 – Present

- Founded and managed a non-profit virtual mentorship program in China to connect women students in STEM with women professionals to support their career growth. Connected **100+** mentors and supported **1000+** mentees. Selected as one of the **Top 10** programs in the Social Innovation Competition hosted by UN Women and Generation Equality in Beijing in September 2020.

TECHNICAL SKILLS

Research	Interview, Survey, Participant Observation, Usability Testing, Thematic Analysis, Experimental Design, Hypothesis Progression Framework
Data Analysis	R, Python, Kusto
Programming	C#, HTML/CSS, Java
Design	Figma, Canva