

Kai Ji “Kevin” Feng

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Research Interests

Human-computer interaction: AI/ML usability, automated ML (AutoML) tools, misinformation & online discourse.

Education

- 2021 – **University of Washington**, Seattle, WA
Ph.D. Human Centered Design & Engineering
Rotation advisor: David W. McDonald
- 2017 – 2021 **Princeton University**, Princeton, NJ
B.S.E. Computer Science, Magna cum laude
Thesis: *Lowering the Barrier for Web Advertisement Research at Scale*
Advisor: Arvind Narayanan
Minors: technology & society, visual arts
- 01 – 05 2020 **National University of Singapore**, Singapore
Visiting Student, Computer Science

Research Experience

- 08 2020 – 07 2021 **University of Chicago AIRLab**, Remote
Visiting Undergraduate Researcher
Investigating how users in the United States encounter and deal with misinformation on WhatsApp during COVID-19.
Advisor: Marshini Chetty
- 06 2020 – 06 2021 **Center for Information Technology Policy**, Princeton, NJ
Undergraduate Researcher
AdOculus: a search platform and dataset for analyzing ads on the web, aided by computer vision.
Advisor: Arvind Narayanan
- 05 – 08 2020 **Fluid Interfaces Group, MIT Media Lab**, Remote
Visiting Undergraduate Researcher
User-centered data visualizations for EEG and EOG sensing smart glasses.
Advisor: Nataliya Kosmyna
- 02 – 04 2020 **Smart Systems Institute, National University of Singapore**, Singapore

Research Engineer Intern

Assisting dentists in intraoral radiography using augmented reality on a mobile device.

Advisor: Chor Guan Teo

09 2019 –
01 2020

Department of Computer Science, Princeton University, Princeton, NJ

Undergraduate Researcher

Photo analysis algorithms for recovering audio from sonorines (early 20th century analog sound storage medium).

Advisor: Adam Finkelstein

Publications

** denotes equal contribution.*

IN REVIEW

O. Chakrabarti*, **K.J. Feng***, K. Li*, K. Song*, M. Chetty. Investigating how users in the United States encounter and deal with misinformation on WhatsApp during COVID-19.

NON-REFEREED PAPERS

K.J. Feng, A. Mathur, A. Narayanan. Lowering the Barrier for Web Advertisement at Scale. April 2021. *Princeton University Department of Computer Science*, Princeton, NJ.

K.J. Feng, A. Finkelstein. Saving the Sonorine: Audio Recovery Using Image Processing and Computer Vision. January 2020. *Princeton University Department of Computer Science*, Princeton, NJ.

Work Experience

06 – 08 2021

Microsoft, Remote

Program Manager Intern

Launched UI for data analysts to better organize and take action on their data.

09 2018 –
06 2021

Princeton Digital Learning Lab, Princeton, NJ

Lab Assistant

Helped students make the most use of in-lab programming and design tools for their academic and personal projects.

06 – 08 2019

The Muse, New York, NY

Product Management Intern

Built and launched new job search recommendation feature with a team of 2 engineers and a designer.

06 – 08 2018

Solomoto, Tel Aviv, Israel

Product Design Intern

Data dashboard design for small business management SaaS platform.

Awards & Honours

2021	Princeton Research Day Faculty Highlighted Project (Computer Science)
2020	Princeton Council for Science and Technology Independent Project Award
2020	Princeton Office of Undergraduate Research Summer Research Award
2019	IDEO CoLab Fellowship Finalist
2018	Keller Center for Innovation in Engineering Education Summer Fellow

Talks & Presentations

04 2021	Lowering the Barrier for Web Advertisement Research at Scale Princeton CITP, Princeton Research Day
05 2020	ARBlockbot: Accessible Robotics and Programming Education in AR (with D. Martin, A. Liu, A. Thatte) NUS Computing Innovation & Research Showcase
04 2020	User Interface Design, Prototyping, and Testing Princeton ACM
12 2019	Photo-based Audio Recovery Using Image Processing and Computer Vision Techniques Department of Computer Science, Princeton University
11 2018, 11 2019	Introduction to User Interface Design HackPrinceton 2018, 2019

Service

09 2019 – 05 2021	Princeton School of Engineering First-Year Student Advisor Worked with a computer science faculty member to advise first-year engineering students.
09 2018 – 05 2021	Rehack, Founder Founded and lead the inaugural reverse hackathon for students to promote the development of more fair, inclusive, and socially responsible technologies.
08 2020 – 02 2021	Technology for a Just Society (JuST), Officer Worked with a cohort of students and computer science faculty to create a 1-week Princeton intercession course on ethical technology.

Skills

Technical: Python, JavaScript, Java, Unity, C, OCaml, Go, SQL, HTML/CSS, L^AT_EX.

Other: Adobe Creative Suite, Figma, user research (interviews, surveys, qualitative coding), laser cutting, art exhibition installation, bookbinding, photography.

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