

# Kai Ji “Kevin” Feng

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## Research Interests

**Human-computer interaction:** social computing, machine teaching, algorithm-in-the-loop decision making.

## Education

- 2021 – **University of Washington**, Seattle, WA  
Ph.D. Human Centered Design & Engineering  
Co-advisors: David W. McDonald (HCDE), Amy X. Zhang (CSE)
- 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

- 01 2022 – **Paul G. Allen School of Computer Science & Engineering, University of Washington**, Seattle, WA  
Graduate Research Assistant  
*Advisor: Amy X. Zhang*  
Social media feed curation via machine teaching.
- 09 2021 – **Human Centered Design & Engineering, University of Washington**, Seattle, WA  
Graduate Research Assistant  
*Advisor: David W. McDonald*  
Interactive machine learning for UX practitioners to design ML-enabled applications.
- 08 2020 – 07 2021 **University of Chicago AIRLab**, Remote  
Visiting Undergraduate Researcher  
*Advisor: Marshini Chetty*  
Investigating How University Students in the United States Encounter and Deal With Misinformation in Private WhatsApp Chats During COVID-19 [c.2].

- 06 2020 – 06 2021 **Center for Information Technology Policy**, Princeton, NJ  
Undergraduate Researcher  
*Advisor: Arvind Narayanan*  
AdOculos: a search platform and dataset for analyzing ads on the web, aided by computer vision [n.2].
- 05 – 08 2020 **Fluid Interfaces Group, MIT Media Lab**, Remote  
Visiting Undergraduate Researcher  
*Host: Nataliya Kosmyna*  
User-centered data visualizations for EEG and EOG sensing smart glasses.
- 02 – 04 2020 **Smart Systems Institute, National University of Singapore**, Singapore  
Research Engineer Intern  
*Host: Chor Guan Teo*  
Assisting dentists in intraoral radiography using augmented reality on a mobile device.
- 09 2019 – 01 2020 **Department of Computer Science, Princeton University**, Princeton, NJ  
Undergraduate Researcher  
*Advisor: Adam Finkelstein*  
Photo-based audio recovery for sonorines (early 20th century precursor to vinyl records) [n.1].

## Publications

### REFEREED CONFERENCE AND JOURNAL PAPERS

- [c.2] **K. J. Kevin Feng**, Kevin Song, Kejing Li, Oishee Chakrabarti, Marshini Chetty. Investigating How University Students in the United States Encounter and Deal With Misinformation in Private WhatsApp Chats During COVID-19. *Eighteenth Symposium on Usable Privacy and Security (SOUPS '22)*. Boston, MA. August 2022. [28% acceptance rate].
- [c.1] Ruoxi Shang, **K. J. Kevin Feng**, Chirag Shah. Why Am I Not Seeing It? Understanding Lay Users' Needs in Counterfactual Explanations for Everyday Recommendations. *ACM Conference on Fairness, Accountability, and Transparency (FAccT '22)*. Seoul, South Korea. June 2022. [25% acceptance rate].

### WORKSHOP PAPERS AND POSTERS

- [w.2] **K. J. Kevin Feng\***, Alice Gao\*, Johanna S. Karras\*. Towards Semantically Aware Word Cloud Shape Generation. *ACM Symposium on User Interface Software and Technology (UIST '22)*. Bend, OR. October 2022. Poster.
- [w.1] **K. J. Kevin Feng**, Amy X. Zhang. From Handoffs to Co-Creation: Deepening Collaboration between Designers, Developers, and Data Science Workers in UX Design. *InContext Workshop at ACM Conference on Human Factors in Computing Systems (CHI '22)*. New Orleans, LA. May 2022. Workshop Paper.

## THESES AND NON-REFEREED PAPERS

- [n.2] **K. J. Kevin Feng**, Arunesh Mathur, Arvind Narayanan. Lowering the Barrier for Web Advertisement at Scale. *Princeton University Department of Computer Science*. Princeton, NJ. April 2021.
- [n.1] **K. J. Kevin Feng**, Adam Finkelstein. Saving the Sonorine: Photo-Based Audio Recovery With Photometric Stereo. *Princeton University Department of Computer Science*. Princeton, NJ. January 2020.

## CONFERENCE PAPERS IN SUBMISSION

**K. J. Kevin Feng**, David W. McDonald. Interactive Machine Learning for UX Practitioners to Design ML Interfaces [title modified to ensure blind review].

**K. J. Kevin Feng**, Tony W. Li, Amy X. Zhang. UX Collaboration In Multiplayer Design Tools [title modified to ensure blind review].

**K. J. Kevin Feng**, Nick Ritchie, Pia Blumenthal, Andy Parsons, Amy X. Zhang. Effect of Provenance-Enabled Social Media Feeds on Perceptions of Media [title modified to ensure blind review].

## Industry Work Experience

- 06 – 09 2022 **Microsoft, Responsible AI Tools**, Bellevue, WA  
Program Manager Intern  
Conducted research on the role of machine learning scorecards in facilitating multi-stakeholder conversations about model deployment.
- 06 – 08 2021 **Microsoft, Data Platforms + Growth**, 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

2022

	UW Herbold Fellowship (\$10,000)
2021	Princeton Research Day Faculty Highlighted Project (Computer Science)
2020	Princeton Council for Science and Technology Independent Project Award (\$500)
2020	Princeton Office of Undergraduate Research Summer Research Award (\$6400)
2019	IDEO CoLab Fellowship Finalist
2018	Keller Center for Innovation in Engineering Education Summer Fellow (\$5000)

## Talks & Presentations

06 2022	<b>User Perceptions of Media in Provenance-Enabled Social Media Feeds</b> , Coalition for Content Provenance and Authenticity (C2PA) Technical Working Group
04 2021	<b>Lowering the Barrier for Web Advertisement Research at Scale</b> , Princeton CITP, Princeton Research Day
05 2020	<b>ARBlockbot: Accessible Robotics and Programming Education in AR</b> (with D. Martin, A. Liu, A. Thatte), NUS Computing Innovation & Research Showcase
04 2020	<b>User Interface Design, Prototyping, and Testing</b> , Princeton ACM
12 2019	<b>Photo-based Audio Recovery Using Image Processing and Computer Vision Techniques</b> , Department of Computer Science, Princeton University
11 2018, 11 2019	<b>Introduction to User Interface Design</b> , HackPrinceton 2018 + 2019

## Service

2021 –	<b>Reviewing:</b> UIST 2022, CSCW 2023, CHI 2023 <b>Student Volunteer:</b> IUI 2022, UIST 2022
2020 – 2021	Organizer, Princeton intersession course on ethical technology
2019 – 2021	Princeton School of Engineering First-Year Student Advisor
2018 – 2021	Founder, Rehack (reverse hackathon for development of more socially responsible technologies)

## Skills

**Technical:** Python, JavaScript, Java, Unity, C, OCaml, Go, SQL, HTML/CSS,  $\text{\LaTeX}$ .

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