Kai Ji "Kevin" Feng

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Research Interests

Human-computer interaction: social computing, AI/ML usability, machine teaching.

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
UX collaboration in software product development; personal content moderation via machine teaching.

09 2021 – **Human Centered Design & Engineering, University of Washington**, Seattle, WA
Graduate Research Assistant
Advisor: David W. McDonald
AutoML as a prototyping tool for UX practitioners to design ML-based 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.

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 analysis algorithms for recovering audio from sonorines (early 20th century analog sound storage medium) [n.1].

Publications

* *denotes equal contribution*.

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, Korea. June 2022. [25% acceptance rate].

Workshop and Demo Papers

[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.

In submission

K. J. Kevin Feng, Nick Ritchie, Pia Blumenthal, Andy Parsons, Amy X. Zhang. Examining the Impact of Provenance-Enabled Media on Trust and Truth Perceptions.

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.

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

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

2021 – **Reviewing:** UIST 2022
Student Volunteer: IUI 2022, DIS 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 fair, inclusive, and socially responsible technologies)

Skills

Technical: Python, JavaScript, Java, Unity, C, OCaml, Go, SQL, HTML/CSS, LaTeX.

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

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