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

oi - 05 2020 National University of Singapore, Singapore

Visiting Student, Computer Science

Research Experience

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.

og 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 - University of Chicago AIRLab, Remote

⁰⁷ ²⁰²¹ 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.

o6 2020 - Center for Information Technology Policy, Princeton, NJ

06 2021 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 - Department of Computer Science, Princeton University, Princeton, NJ

⁰¹ 2020 Undergraduate Researcher

Advisor: Adam Finkelstein

Photo analysis algorithms for recovering audio from sonorines (early 20th century analog sound storage medium) [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 and Demo Papers

[w.i] **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.

^{*} denotes equal contribution.

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 - Princeton Digital Learning Lab, Princeton, NJ

O6 2021 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.

o6 - 08 2018 Solomoto, Tel Aviv, Israel

Product Design Intern

Data dashboard design for small business management SaaS platform.

Awards & Honours

UW Herbold Fellowship (\$10,000)
Princeton Research Day Faculty Highlighted Project (Computer Science)
Princeton Council for Science and Technology Independent Project Award (\$500)
Princeton Office of Undergraduate Research Summer Research Award (\$6400)
IDEO CoLab Fellowship Finalist
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 Re-
	search 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, De-
	partment of Computer Science, Princeton University
11 2018,	Introduction to User Interface Design, HackPrinceton 2018 + 2019
II 2019	
	Service

Service

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

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.