# Kai Ji "Kevin" Feng

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## Research Interests

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

## Education

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| 2021 – | **University of Washington**, Seattle, WA<br>Ph.D. Human Centered Design & Engineering<br>Co-advisors: David W. McDonald (HCDE), Amy X. Zhang (CSE) |
| 2017 – 2021 | **Princeton University**, Princeton, NJ<br>B.S.E. Computer Science, Magna cum laude<br>Thesis: *Lowering the Barrier for Web Advertisement Research at Scale*<br>Advisor: Arvind Narayanan<br>Minors: technology & society, visual arts |
| 01 – 05 2020 | **National University of Singapore**, Singapore<br>Visiting Student, Computer Science |

## Research Experience

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| 01 2022 – | **Paul G. Allen School of Computer Science & Engineering, University of Washington**, Seattle, WA<br>Graduate Research Assistant<br>*Advisor: Amy X. Zhang*<br>UX collaboration in software organizations; personal content moderation via machine teaching. |
| 09 2021 – | **Human Centered Design & Engineering, University of Washington**, Seattle, WA<br>Graduate Research Assistant<br>*Advisor: David W. McDonald*<br>AutoML as a prototyping tool for UX practitioners to design ML-based applications. |
| 08 2020 –<br>07 2021 | **University of Chicago AIRLab**, Remote<br>Visiting Undergraduate Researcher<br>*Advisor: Marshini Chetty*<br>Investigating How University Students in the United States Encounter and Deal With Misinformation in Private WhatsApp Chats During COVID-19 [c.2]. |

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| 06 2020 –<br>06 2021 | **Center for Information Technology Policy**, Princeton, NJ<br>Undergraduate Researcher<br>*Advisor: Arvind Narayanan*<br>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<br>Visiting Undergraduate Researcher<br>*Host: Nataliya Kosmyna*<br>User-centered data visualizations for EEG and EOG sensing smart glasses. |
| 02 – 04 2020 | **Smart Systems Institute, National University of Singapore**, Singapore<br>Research Engineer Intern<br>*Host: Chor Guan Teo*<br>Assisting dentists in intraoral radiography using augmented reality on a mobile device. |
| 09 2019 –<br>01 2020 | **Department of Computer Science, Princeton University**, Princeton, NJ<br>Undergraduate Researcher<br>*Advisor: Adam Finkelstein*<br>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 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.

### 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**, Tony W. Li, Amy X. Zhang. Understanding Collaborative Practices and Tools of Professional UX Practitioners in Software Organizations.

**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.

## 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
06 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.

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 **User Perceptions of Media in Provenance-Enabled Social Media Feeds**, Coalition for Content Provenance and Authenticity (C2PA) Technical Working Group

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, **Introduction to User Interface Design**, HackPrinceton 2018 + 2019
11 2019

## Service

2021 – **Reviewing:** UIST 2022, CSCW 2023, CHI 2023
**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.