Alice Gao

University of Washington
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Areas of interest

Human-computer interaction • cross-cultural research • UI understanding • culturally adaptive digital technologies

Education

2022-Present PhD in Computer Science & Engineering, **University of Washington**
2021-2022 MSc in Computer Science & Engineering, **University of Washington**
2017-2021 BS in Computer Science, **Princeton University**

Publications

* *denotes equal contribution*

Conference and Journal Papers

2024 **Alice Gao**, Wataru Akahori, Naomi Yamashita, and Katharina Reinecke. Using Slack in the US and Japan: Surfacing Cultural Asymmetries in Overcoming Shortcomings. *In Submission.*

2024 **Alice Gao*** and Samyukta Jayakumar* and Marcello Maniglia* and Brian Curless and Ira Kemelmacher-Shlizerman and Aaron R. Seitz and Steven M. Seitz. Don't Look at the Camera: Achieving Perceived Eye Contact. *Journal of Vision 24(10), https://doi.org/10.1167/jov.24.10.1094, Sep 2024.* (arxiv ver.)

Workshop Papers & Posters

2022 K.J. Kevin Feng*, **Alice Gao***, Johanna Suvi Karrass*. Towards Semantically Aware Word Cloud Shape Generation. *Adjunct Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22 Adjunct).* Bend, OR. October 2022.

Research Experience

Jan 2024 - Present Research Assistant, **Wildlab, University of Washington**
Advisor: Katharina Reinecke
Cultural asymmetries in use of digital technologies, like IM tools, due to their embedded cultural values. Designing culturally suitable digital technologies.

Sep 2021- Jan 2024 Research Assistant, **GRAIL, University of Washington**
Advisor: Steve Seitz, Brian Curless, Ira Kemelmacher-Shlizerman
Correcting attention and eye gaze for more attentive video conferencing experience

Sep 2019- Feb 2021

Undergraduate Research Assistant, **Princeton Vision & Learning Lab**, Princeton University
Advisor: Jia Deng; mentored by Hei Law
Improving associative embeddings predictions and groups, which represents pixels in an image, for a one-stage object detector used for instance segmentation.

Teaching

University of Washington (graduate)

Spring 2024 CSE581: Computer Ethics, *Teaching Assistant*
Fall 2024 CSEP557: Current Trends In Computer Graphics, *Teaching Assistant*
Winter 2024 CSE581: Computer Ethics, *Teaching Assistant*

Princeton University (undergraduate)

Spring 2020 COS426: Computer graphics, *Undergraduate Teaching Assistant*
Fall 2018 - Fall 2019 COS226: Algorithms & Data Structures, *Course Grader*

Industry Experience

Jun-Aug 2020 *Tech Intern in Online Account Opening*; **Capital One**; New York City, New York
Created new endpoint and unit tests, laid framework for streaming data platform, and launched new security groups.

Jun-Aug 2019 *AI Design Lab Intern*; **Tezign**; Shanghai, China
Assisted in optimizing image retrieval to match similar designs and contributed in pipeline to help train a model in judging good vs bad graphic design.

Jun-Aug 2018 *Technical and App Development Intern*; **Princeton Satellite Systems**; Princeton, New Jersey
Devised beginnings of gameplay for spacecraft simulation iOS app. Created 3D models for Phase II version of Direct Fusion Drive (DFD), a direct-drive, fusion-powered rocket engine.

Service and Leadership

May 2018 - Mar 2020 *co-President*, **Princeton Chinese Students Association**
Started new Red Envelope fundraiser, liason between guest speakers and CSA, participated in created of first Asian+Students Council, organized and raised funding to bring Steven Lim as guest speaker, started weekly community nights (mahjong nights) that are still on-going.

Skills

Languages: Python, R, SQL, JavaScript, C, Go
Frameworks: PyTorch, scikit-learn, React, Node.js, Django/DRF, Flask
Tools: Docker, Apptainer, Figma

Last updated: July 10, 2025