

Alice Gao

University of Washington
email: atgao@cs.washington.edu
URL: <https://atgao.github.io/>

Areas of interest

Human-computer interaction • cross-cultural research • 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. *arXiv, April 2024*.

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, which represents pixels in an image, for a one-stage object detector.

Teaching

University of Washington (graduate)

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 - COS226: Algorithms & Data Structures, *Course Grader*
Fall 2019

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 - *co-President, Princeton Chinese Students Association*
Mar 2020 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

Python, R, Javascript, PyTorch, C, Java, React, Node.js, Django/DRF, Flask, SQL, Fusion360

Last updated: February 13, 2025