Alice Gao

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

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 -   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

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

Last updated: September 5, 2025