

# Alice Gao

University of Washington  
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## Areas of interest

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

## Education

|              |  |
|--------------|--|
| 2022-Present | PhD in Computer Science & Engineering, <b>University of Washington</b> |
| 2021-2022    | MSc in Computer Science & Engineering, <b>University of Washington</b> |
| 2017-2021    | BS in Computer Science, <b>Princeton University</b>                    |

## Publications

*\* denotes equal contribution*

### CONFERENCE AND JOURNAL PAPERS

|      |   |
|------|---|
| 2024 | <b>Alice Gao*</b> 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. <i>arXiv</i> , April 2024. |
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### WORKSHOP PAPERS & POSTERS

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

|                     |  |
|---------------------|--|
| Jan 2024 - Present  | Research Assistant, <b>Wildlab, University of Washington</b><br><i>Advisor:</i> Katharina Reinecke<br>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, <b>GRAIL, University of Washington</b><br><i>Advisor:</i> Steve Seitz, Brian Curless, Ira Kemelmacher-Shlizerman<br>Correcting attention and eye gaze for more attentive video conferencing experience   |
| Sep 2019 - Feb 2021 | Undergraduate Research Assistant, <b>Princeton Vision &amp; Learning Lab</b> , Princeton University<br><i>Advisor:</i> 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 C, Java

Last updated: January 21, 2025