

# Alice Gao

University of Washington  
email: [atgao@cs.washington.edu](mailto:atgao@cs.washington.edu)  
URL: <https://atgao.github.io/>

## Areas of interest

Human-computer interaction • Cross-cultural research • UI understanding • Adaptive digital technologies • UI Personalization

## Education

2022-(est)2026 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

- 2025 Donghoon Shin, **Alice Gao**, Rock Pang, Katharina Reinecke, Emily Tseng. How Vibe Coding Might Worsen Global Design Homogenization: An Empirical Study of LLM-Driven Website Localization *In submission*.
- 2025 **Alice Gao**,\* Samyukta Jayakumar,\* Marcello Maniglia,\* Brian Curless, Ira Kemelmacher-Shlizerman, Aaron R. Seitz and Steven M. Seitz. Don't Look at the Camera: Achieving Perceived Eye Contact. *Journal of Vision* 2025; 25(11):8, <https://doi.org/10.1167/jov.24.10.1094>.
- 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*.

### 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**  
*Advisors:* Katharina Reinecke and R. Benjamin Shapiro  
- Developing machine learning techniques to predict the usability of GUIs for different demographic groups.

- Developing machine learning models to analyze website designs (GUIs) at a design component level to detect demographically salient regions of preferred designs and automate generation of better, personalized UI designs for different demographics
- Surfacing asymmetries in the use of digital technologies and developing methods and tools to create more suitable tools for diverse user groups.
- Mixed-methods to investigate AI over reliance and potential effects of value clash when using AI writing tools for different demographic groups

Sep 2021-  
Jan 2024

Research Assistant, **GRAIL, University of Washington**

*Advisor:* Steve Seitz, Brian Curless, Ira Kemelmacher-Shlizerman

Studied and developed machine learning techniques to direct attention and eye gaze for a 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

Researched how to improve associative embedding predictions and groups, which represents pixels in an image, for a one-stage object detector used for instance segmentation.

## Teaching

**University of Washington** (graduate)

Fall 2025

CSE373: Data Structures & Algorithms, *Teaching Assistant*

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

*Software Engineering 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 to training a model in judging strong vs weak graphic designs.

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 a new Red Envelope fundraiser, acted as a liaison between guest speakers and CSA, participated in creating the first Asian+Students Council, organized and raised funding to host Steven Lim as a guest speaker, started weekly community nights (mahjong nights) that persist until today.

## 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: October 11, 2025