

Jiexin Ding

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EDUCATION

UNIVERSITY of WASHINGTON

Seattle, WA

Master of Science in Technology Innovation

Mar. 2024

- Cumulative GPA: 3.96/4.0
- Related courses: Natural Language Processing, Hardware/Software Lab.

TSINGHUA UNIVERSITY

Beijing, China

Master of Engineering in Data Science and Information Technology

June 2024

- Cumulative GPA: 3.81/4.0
- Related courses: Artificial Intelligence of Things (AIoT), Human Computer Interaction Technology.

Bachelor of Engineering in Computer Science and Technology

June 2021

- Cumulative GPA: 3.59/4.0

Bachelor of Art in Product Design (Second Degree)

June 2020

- Cumulative GPA: 3.75/4.0

PUBLICATIONS

* denotes equal contributions.

- [1] Yuntao Wang*, **Jiexin Ding***, Ishan Chatterjee, Farshid Salemi Parizi, Yuzhou Zhuang, Yukang Yan, Shwetak Patel, and Yuanchun Shi. 2022. FaceOri: Tracking Head Position and Orientation Using Ultrasonic Ranging on Earphones. *In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22)*.
- [2] **Jiexin Ding***, Bowen Zhao*, Yuqi Huang*, Yuntao Wang, and Yuanchun Shi. 2023. GazeReader: Detecting Unknown Word Using Webcam for English as a Second Language (ESL) Learners. *In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*.
- [3] (**Best demo**) Anandghan Waghmare, **Jiexin Ding**, Ishan Chatterjee, and Shwetak Patel. 2023. Demo of Z-Ring: Context-Aware Subtle Input Using Single-Point Bio-Impedance Sensing. *In Adjunct Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23 Adjunct)*.
- [4] (Under review) Ishan Chatterjee*, **Jiexin Ding***, Anandghan Waghmare*, Joseph Breda, Yuquan Deng, Bo Liu, Yuntao Wang, and Shwetak Patel. 2024. FlowRing: In-Air Microgestures and On-Surface Interaction with an Opto-Acoustic Ring. *Proc. ACM Interact. Mob. Wearable Ubiquitous Technol.*

RESEARCH EXPERIENCE

In-Air Microgestures and On-Surface Interaction with a Ring [3][4]

June 2023 – Nov. 2023

Advisor: Prof. Shwetak Patel, University of Washington

- Implemented the BLE transmission and acoustic data reading from the contact microphone on Sseed Xiao.
- Built a CNN+LSTM model to detect microgestures. It achieved a gesture recognition accuracy of 92.7% across sessions and an accuracy of 84.0% across users, rising to 93.0% with four gesture examples.
- Detected index finger rubbing against a surface by a multithreaded application to enable on-surface tracking.

Unknown Word Detection Using Gaze and Pre-Trained Language Model [2]

Jan. 2023 – Sept. 2023

Advisor: Prof. Yuntao Wang, Tsinghua University

- Proposed this idea, led this project and wrote most of the paper.
- Built a web-based pdf reader using pdf.js and React to collect users' gaze data while reading.
- Implemented a transformer-based model to detect unknown words based on gaze and text data. The accuracy is 97.6% and the F1-score is 71.1%, which is higher than the state-of-arts.
- Showed the robustness of our method on less precise webcam-based gaze data with an accuracy of 97.3%.

Distributed Ultrasonic Ranging Method and Applications

Apr. 2022 – Present

Advisor: Prof. Yuanchun Shi, Tsinghua University

- Led this project and built the hardware prototype which enabled the FMCW-based ultrasonic ranging with a 100kHz sampling rate on nRF52840-DK using the tweeter and high sensitivity microphone.
- Enabled calibration-free ranging by leveraging Bluetooth for the time synchronization between two boards.
- Achieved 2.5 cm tracking accuracy in the range of 5 m.

Tracking Head Position and Orientation Using Acoustic Ranging [1]

July 2020 – Sept.2021

Advisor: Prof. Yuntao Wang, Tsinghua University; Prof. Shwetak Patel, University of Washington

- Calculated the real-time distance between the speaker and the microphones embedded in the commodity earbuds using the FMCW acoustic ranging method to detect face orientations.
- Conducted user study whose result showed that the system can continuously track the user's head orientation with a median absolute error of 10.9 mm in the distance, 3.7° in yaw, and 5.8° in pitch.
- Enabled the binarized attention detection using SVM and reached an accuracy of 93.5%.

PROJECTS

Throwing Quality Scoring on Smart Frisbee and Wristbands

Mar. 2023 – May 2023

- Built wristband prototypes that detected users' hand motion via IMU and sent data to a frisbee through BLE.
- Built a frisbee prototype with an on-chip SVM model to classify the quality of a throw based on IMU data from both the frisbee and the wristband. The frisbee sent history data to Firebase through an Android app.
- Supported BLE data transmission with multiple peripherals and the frisbee played a dual role.

Molecular Conformation Prediction and Drug Recommendation

Oct. 2020 – May 2021

- Generated molecular conformation using EGNN, the E(n)-Equivariant Graph Neural Network.
- Predicted TCR binding using parallel CNN, double layer CNN, siamese CNN and the accuracy was 75.41%.
- Repurposed drug for SARS-CoV-2 by implementing recommendation algorithms such as the collaborative matrix factorization model, heterogeneous network model and NeoDTI. The best AUPR is 0.9566.

Taking Screenshot by Blink

Oct. 2019 – Dec. 2019

- Implemented an Android app that supported taking a screenshot by blinking eyes using Google Vision API.
- Conducted the user study, and most of the users commented that our system was more convenient than pressing the button or knocking on the screen.

Employee Administration System

Oct. 2019 – Dec. 2019

- Implemented the web front end of an administrator system with the functions of permission management, business management, discount management and news management using React.
- Completed the unit testing and the coverage was 86%.

WORK EXPERIENCE

Global Innovation Exchange, Tsinghua University, TA

Sept. 2022 – Dec. 2022

- Provided help for students to complete a hardware/software project that involved signal processing and machine learning in *Essentials to Signal Processing and Data Management for AIoT Applications*.

EMEA Delivery Center, AsiaInfo International Ltd, SWE

July 2019 – Aug. 2019

- Leveraged automated test platforms to test interfaces and code blocks, ensuring the reliability of the code.
- Participated in the development process of the employee management system, enhancing workforce efficiency and streamlining HR operations.

SKILLS

- Programming skills: C/C++, Python, Java, ML/AI (Pytorch, Tensorflow), front end (JavaScript, React), VR/AR (Unity3D), Android, firmware development (serial: UART, I2C, SPI, I2S; wireless: Bluetooth, BLE).
- Electrical engineering skills: oscilloscope, function generator, logic analyzer, multimeter, soldering.

HONORS

Excellent Comprehensive Scholarship, Tsinghua University

2023

China National Scholarship (Top 0.2%)

2022

Fellowship (Top 10 in Beijing in the National College Entrance Exams), Tsinghua University

2017