



RESEARCH AREAS

Human-Computer Interaction; Human-AI Collaboration; AI and VR for User Experience; Aging and Accessibility Education

EDUCATION

PhD in Computing and Information Sciences

Aug 2020 - present

Rochester Institute of Technology, New York State, United States Advised by Dr. Kristen Shinohara and Dr. Mingming Fan Participating in the AWARE-AI NSF Research Traineeship (NRT) Program

BASc in Biomedical Engineering

Sept 2015 - Apr 2020

University of Waterloo, Ontario, Canada Capstone advised by Dr. John Zelek Graduated on Dean's Honour List

RESEARCH EXPERIENCE

Rochester Institute of Technology

Aug 2020 - present

Graduate Research Assistant

Conducting research in the Center for Accessibility and Inclusion Research. Summary of projects:

- Crafting Human-AI Collaborative Analysis between UX Practitioners and Virtual Agents
 - o Conducting design probes to inform the design of virtual assistants
 - $\circ\quad$ Developing assistants to facilitate UX analysis in both web and VR environments

• Designing Collaborative AI-Powered Visual Analytics Tool for UX Analysis

- o Developed a visual analytics tool for collaborative analysis of usability test sessions
- Conducted an exploratory study with paired participants to demonstrate its effectiveness in facilitating both problem identification and collaborative teamwork

Understanding Current UX Analysis Practices and Challenges

- o Designed and conducted an international survey with 279 UX practitioners
- o Analyzed both quantitative and qualitative data to draw design recommendations

Last Updated: Sept 2022

• Including Accessibility in Computing Education

- National Science Foundation (NSF) funded project that aims to increase student awareness and learning of accessibility topics in core computing courses
- Conducting diary studies, surveys, and interviews to gather feedback on outcomes of assignments involving accessibility concepts

Designing an Enhanced Gesture Typing Method for Older Adults

- o Mentored a MS student to develop a new gesture typing method on the T9 keyboard
- o Designed and conducted comparative user studies to determine effectiveness

Meta, Reality Labs

May 2022 - Aug 2022

UX Research Intern

- Worked with researchers and cross-functional partners to improve the UX of AR hardware
- Designed and conducted a user study to investigate audio performance and experiences; presented results to >100 product stakeholders, leading to changes in product design

Uncharted Software Inc., ASKE-E Team

May 2021 - Aug 2021

Research Intern

- Worked on the DARPA Automating Scientific Knowledge Extraction (ASKE) program
- Designed wireframes and implemented new features in the human-machine interface (HMI) of a visual analytics system for multi-scale graph analysis and knowledge discovery

Huawei Technologies Canada, Human-Machine Interaction (HMI) LabJan 2019 - Aug 2020 Research Engineer

- Trained machine learning models for gesture recognition using Tensorflow
- Designed and conducted user experiments to explore novel interaction techniques on large screens using mid-air gesture input; presented in the Huawei Developer Conference 2019

University of Waterloo, Vision and Image Processing (VIP) Lab

May 2016 - Apr 2018

Undergraduate Research Assistant

- Designed and 3D-printed a lens-free microscope and a smartphone spectrometer
- Conducted testing with biological specimens to achieve optical resolution in the nm range

PEER-REVIEWED JOURNAL PUBLICATIONS

- [3] Ehsan Jahangirzadeh Soure*, **Emily Kuang***, Mingming Fan, and Jian Zhao. CoUX: Collaborative Visual Analysis of Think-Aloud Usability Test Videos for Digital Interfaces. IEEE Transactions on Visualizations and Computer Graphics (TVCG), (Proc. of IEEE VIS), 2021. DOI: 10.1109/TVCG.2021.3114822 (* denotes equal contribution)
- [2] **Emily Kuang**, Farnoud Kazemzadeh, Alexander Wong. Enhanced Smartphone Spectroscopy via High-throughput Computational Slit. *Journal of Computational Vision and Imaging Systems*, vol. 2, no. 1, 2016. DOI: 10.15353/vsnl.v2i1.97
- [1] Farnoud Kazemzadeh, **Emily Kuang**, Alexander Wong. Compact, Field-Portable Lens-free Microscope using Superresolution Spatio-Spectral Light-field Fusion. Journal of Computational Vision and Imaging Systems, vol. 2, no. 1, 2016. DOI: 10.15353/vsnl.v2i1.105

PEER-REVIEWED CONFERENCE PUBLICATIONS

- [3] **Emily Kuang**, Xiaofu Jin, Mingming Fan. "Merging Results Is No Easy Task": An International Survey Study of Collaborative Data Analysis Practices Among UX Practitioners. Proc. ACM Conference on Human Factors in Computing Systems (CHI), 2022.

 DOI: 10.1145/3491102.3517647
- [2] Xiaofu Jin, **Emily Kuang**, Mingming Fan. "Too old to bank digitally?": A Survey of Banking Practices and Challenges Among Older Adults in China. Proc. ACM Conference on Designing Interactive Systems (DIS), 2021. DOI: 10.1145/3461778.3462127
- [1] Ameneh Boroomand, Mohammad Javad Sahfiee, Linda Wang, **Emily Kuang**, Farnoud Kazemzadeh, Alexander Wong. Compensated lens-free light field spectroscopy. Proc. International Conference on Inverse Problems in Engineering (ICIPE), 2017.

PEER-REVIEWED WORKSHOP PUBLICATIONS

[1] Fahd Husain, Rosa Romero-Gómez, **Emily Kuang**, Dario Segura, Adamo Carolli, Lai Chung Liu, Manfred Cheung, Yohann Paris. A Multi-scale Visual Analytics Approach for Exploring Biomedical Knowledge. Proc. Workshop on Visual Analytics in Healthcare (VAHC), IEEE VisWeek, 2021. arXiv:2109.06828 [\$\mathbb{T}\$Best Paper Winner]

AWARDS AND HONORS

Merit-based Ph.D. Scholarship ~ Rochester Institute of Technology	2020
Experience Award ~ Natural Sciences and Engineering Research Council of Canada (NSERC)	2018
President's Research Award ~ University of Waterloo	2018
President's Research Award ~ University of Waterloo	2017
Undergraduate Student Research Award ~ NSERC	2016
President's Scholarship of Distinction ~ University of Waterloo	2015

INDUSTRY EXPERIENCE

North Inc. (now acquired by Google)

Apr 2018 - Aug 2018

Computer Vision Developer

- Designed algorithm to quantify image sharpness and created a GUI to output real-time metrics; reduced time needed for assembling multi-camera system used to fit smart glasses
- Conducted field studies with beta testers during the sizing procedure; led to process improvements

Synaptive Medical Inc.

Sept 2017- Dec 2017

Optics Engineering Intern

- Designed and led an investigation into the stabilization of stereoscopic videos for a neurosurgical robot; results led to reduced complexity of the FPGA architecture
- Collected feedback from surgeons to optimize visualization presets during mock surgeries

St. Michael's Hospital

Jan 2017 - Apr 2017

Medical Imaging Research Assistant

- Created a video processing pipeline for non-invasive detection of diabetic foot ulcers
- Assisted with patient interviews to determine user requirements for the in-home prototype

PROFESSIONAL SERVICE

Reviewer

- Late Breaking Work at Chinese CHI 2021
- Full Papers at **ACM CHI** 2022

Student Volunteer

- ACM CHI 2022
- IEEE VIS 2021

INVITED TALKS & POSTERS

Crafting Human-AI Collaborative Analysis of Usability Test Recordings

• Poster presentation at CRA-WP Grad Cohort for Women, Apr 2022

Collaborative Visual Analysis of Think-Aloud Usability Test Videos for Digital Interfaces

• Guest Lecture in ISTE782: Visual Analytics, Nov 2021

SKILLS

Qualitative Research: User-Centered Design • Interview • Focus Group • Survey • Thematic Analysis

 $\textbf{Quantitative Research:} \ \textbf{Usability Testing} \bullet \textbf{Experiment Design} \bullet \textbf{Statistical Analysis} \bullet \textbf{R} \bullet \textbf{JMP}$

Design: Visualization design • Interface Design • Interaction Design • Figma • Canva • Balsamiq

Programming: Python • C/C++ • Java • MATLAB • JavaScript • HTML/CSS

Platforms & Toolkits: Tensorflow • OpenCV • Pandas • Scikit-learn • Matplotlib • D3.js • Tableau

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