

Xiang ‘Anthony’ Chen Curriculum Vitæ

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Research Interests

We believe the ultimate goal of inventing the computer is to augment our human selves. To achieve this, my group’s research focuses on the following three topics:

- **Intelligent User Interfaces:** how can we design interfaces of intelligent systems that augment a user to accomplish domain-specific tasks?
- **Sensing & Interaction Techniques:** how can we invent new sensors and devices that afford novel experiences for users to interact with a computer?
- **Computational Design & Fabrication:** how can we build computational platforms that empower users to realize their ideas into digital or physical artifacts?

Education

- 09/2012 – **Carnegie Mellon University**
11/2017 Ph.D. in Human-Computer Interaction
School of Computer Science
Thesis: Design and Fabrication to Augment the Physical World
Advisors: Scott Hudson and Stelian Coros; Committee: Jodi Forlizzi and Tovi Grossman
- 09/2010 – **University of Calgary**
06/2012 M.Sc. in Computer Science and Computational Media Design
Department of Computer Science
Thesis: Body-Centric Interaction with a Screenbased Handheld Device
Advisors: Saul Greenberg and Richard Levy; Committee: Barry Wylant and Larry Katz
- 09/2006 – **Zhejiang University**
06/2010 B.Eng. in Computer Science (with Honors)
Chu Kochen Honors College
- 03/2010 – **Universidad Politécnica de Madrid**
08/2010 Exchange student in Telecommunication Engineering
E.T.S.I. Telecomunicación

Professional Experience

- 07/2018 – **University of California, Los Angeles**
Assistant Professor in the Department of Electrical and Computer Engineering
- 11/2017 – **Tableau Research, Palo Alto**
06/2018 Research Scientist with a mission of enabling people to interact with data
- 05/2015 – **Google Research, Mountain View**
09/2015 Research Intern in Mobile Interactive Computing Group with Yang Li.
Developed a user-defined cross-device interaction framework.

- 06/2014 – **Microsoft Research, Redmond**
 08/2014 Research Intern in Natural Interaction Research with Bill Buxton and Ken Hinckley.
 Developed a multi-wearable interactive system.
- 05/2013 – **Autodesk Research, Toronto**
 08/2013 Research intern/consultant in User Interface Research Group with Tovi Grossman, Daniel Wigdor and George Fitzmaurice.
 Developed interaction techniques with smart watches.
- 06/2012 – **Microsoft Research, Redmond**
 08/2012 Research Intern in Natural Interaction Research with Ken Hinckley and Hrvoje Benko.
 Developed motion and context sensing techniques for pen computing.
- 11/2009 – **Microsoft Research Asia, Beijing**
 03/2010 Research intern in Media Computing Group with Bin B. Zhu.
 Developed novel CAPTCHA techniques and systems.
- 07/2009 – **Alibaba Group, Hangzhou**
 10/2010 Software engineer intern in Quality Assurance Group.
 Developed routines for testing data-centric web-based programs.

Publications

In Human-Computer Interaction, CHI and UIST are amongst the top-tier publication venues. Quick summary since 2012: Best Papers/Honorable Mention (4); UIST (13), CHI (9), TOCHI (1), and other venues (15); Work done in UCLA (8), CMU (15), collaborated with Autodesk (5), Microsoft (2), Google (3), Adobe (1), and Apple (1).

- TEI '21 Jeeun Kim, James Zhou, Amanda Ghassaei, **Xiang 'Anthony' Chen**. OmniSoft: A Design Tool for Soft Objects by Example *Proc. ACM TEI 2021*. Acceptance Rate: 29.9%.
- VRST '20 Yudai Tanaka, Arata Horie, **Xiang 'Anthony' Chen**. DualVib: Simulating Haptic Sensation of Dynamic Mass by Combining Pseudo-Force and Texture Feedback. *Proc. ACM VRST 2020*. Acceptance Rate: 26.5%.
- UIST '20 Jiahao Li, Jeeun Kim, **Xiang 'Anthony' Chen**. Romeo: A Design Tool for Embedding Transformable Parts in 3D Models to Robotically Augment Default Functionalities. *Proc. ACM UIST 2020*. Acceptance Rate: 21%.
- UIST '20 Ritam Sarmah, Yunpeng Ding, Di Wang, Cheuk Yin Phipson Lee, Toby Jia-Jun Li, **Xiang 'Anthony' Chen**. Geno: A Developer Tool for Authoring Multimodal Interaction on Existing Web Applications. *Proc. ACM UIST 2020*. Acceptance Rate: 21%.
- CHI '20 Yao Xie, Melody Chen, David Kao, Ge Gao, **Xiang 'Anthony' Chen**. CheXplain: Enabling Physicians to Explore and Understand Data-Driven, AI-Enabled Medical Imaging Analysis. *Proc. ACM CHI 2020*. Acceptance Rate: 24.3%.
- CHI '20 Yuan Liang, Hsuan-Wei Fan, Zhujun Fang, Leiying Miao, Wen Li, Xuan Zhang, Weibin Sun, Kun Wang, Lei He, **Xiang 'Anthony' Chen**. OralCam: Enabling Self-Examination and Awareness of Oral Health Using a Smartphone Camera. *Proc. ACM CHI 2020*. Acceptance Rate: 24.3%. [BEST PAPER HONORABLE MENTION - TOP 5%](#)
- CACM '19 Jennifer Mankoff, Megan Hofmann, **Xiang 'Anthony' Chen**, Scott E. Hudson, Amy Hurst, Jeeun Kim. Consumer-grade fabrication and its potential to revolutionize accessibility. *Comm. ACM*, 62(10), October 2019.
- SUI '19 Runchang Kang, Anhong Guo, Gierad Laput, Yang Li, **Xiang 'Anthony' Chen**. Minuet: Multimodal Interaction with an Internet of Things. *Proc. ACM SUI 2019*. Acceptance Rate: 23%.

- UIST '19* Jiahao Li, Jeeun Kim, **Xiang 'Anthony' Chen**. Robiot: A Design Tool for Actuating Everyday Objects with Automatically Generated 3D Printable Mechanisms. *Proc. ACM UIST 2019*. Acceptance Rate: 24%.
- IUI '19* Yao Xie, Ge Gao, **Xiang 'Anthony' Chen**. Outlining the Design Space of Explainable Intelligent Systems for Medical Diagnosis. *CoRR abs/1902.06019* (2019).
- UIST '18* Da-Yuan Huang, Teddy Seyed, Linjun Li, Zhihao Yao, Yuchen Jiao, **Xiang 'Anthony' Chen**, Xing-Dong Yang. Orecchio: Extending Body-Language through Actuated Static and Dynamic Auricular Postures. *Proc. ACM UIST 2018*. Acceptance Rate: 21.3%.
- CHI '18* **Xiang 'Anthony' Chen**, Ye Tao, Guanyun Wang, Runchang Kang, Tovi Grossman, Stelian Coros, Scott Hudson. Forte: User-Driven Generative Design *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '18* **Xiang 'Anthony' Chen**, Stelian Coros, Scott Hudson. Medley: A Library of Embeddables to Explore Rich Material Properties for 3D Printed Objects *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '18* Jun Gong, Zheer Xu, Qifan Guo, Teddy Seyed, **Xiang 'Anthony' Chen**, Xiaojun Bi, Xing-Dong Yang. Wrist-Text: One-handed Text Entry on Smartwatch using Wrist Gestures. *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%. [BEST PAPER HONORABLE MENTION - TOP 5%](#)
- CHI '18* Byoungkwon An, Ye Tao, Jianzhe Gu, Tingyu Cheng, **Xiang 'Anthony' Chen**, Xiaoxiao Zhang, Wei Zhao, Youngwook Do, Shigeo Takahashi, Hsiang-Yun Wu, Teng Zhang, Lining Yao. Thermorph: Democratizing 4D Printing of Self-Folding Materials and Interfaces *Proc. ACM CHI 2018*. Acceptance Rate: 25.7%.
- CHI '17* Anhong Guo, Jeeun Kim, **Xiang 'Anthony' Chen**, Tom Yeh, Scott Hudson, Jennifer Mankoff, Jeffrey Bigham. Façade: Auto-generating Tactile Interfaces to Appliances. *Proc. ACM CHI 2017*, 5826-5838. Acceptance Rate: 25%.
- TOCHI '17* **Xiang 'Anthony' Chen**, Yang Li. Improv: An Input Framework for Improvising Cross-Device Interaction By Demonstration. *ACM TOCHI*, 24(2), 15.
- UIST '16* **Xiang 'Anthony' Chen**, Jeeun Kim, Jennifer Mankoff, Tovi Grossman, Stelian Coros, Scott Hudson. Reprise: A Design Tool for Specifying, Generating, and Customizing 3D Printable Adaptations on Everyday Objects. *Proc. ACM UIST 2016*, 29-39. Acceptance Rate: 20.6%.
- UIST '16* **Xiang 'Anthony' Chen**, Yang Li. Bootstrapping User-Defined Body Tapping Recognition with Offline-Learned Probabilistic Representation. *Proc. ACM UIST 2016*, 359-364. Acceptance Rate: 20.6%.
- UIST '16* Anhong Guo, **Xiang 'Anthony' Chen**, Haoran Qi, Samuel White, Suman Ghosh, Chieko Asakawa, Jeffrey Bigham. VizLens: A Robust and Interactive Screen Reader for Interfaces in the Real World. *Proc. ACM UIST 2016*, 651-664. Acceptance Rate: 20.6%.
- GI '16* Vikram Kamath Cannanure, **Xiang 'Anthony' Chen**, Jennifer Mankoff. Twist 'n' Knock: A One-handed Gesture for Smart Watches. *Proc. GI 2016*, 189-193. Acceptance Rate: 39.4%.
- CHI '16* Adrian de Freitas, Michael Nebeling, **Xiang 'Anthony' Chen**, Junrui Yang, Akshaye Shreenithi Kirupa Karthikeyan Ranithangam, Anind Dey. Snap-To-It: A User-Inspired Platform for Opportunistic Device Interactions. *Proc. ACM CHI 2016*, 5909-5920. Acceptance Rate: 23.4%.
- IUI '16* Gierad Laput, **Xiang 'Anthony' Chen**, Chris Harrison. Sweepsense: Ad Hoc Configuration Sensing Using Reflected Sweep-Frequency Ultrasonics. *Proc. IUI 2016*, 332-335.
- UIST '15* **Xiang 'Anthony' Chen**, Stelian Coros, Jennifer Mankoff, Scott Hudson. Encore: 3D Printed Augmentation of Everyday Objects with Printed-Over, Affixed and Interlocked Attachments. *Proc. ACM UIST 2015*, 73-82. Acceptance Rate: 23.6%.
- UIST '15* Gierad Laput, **Xiang 'Anthony' Chen**, Chris Harrison. 3D Printed Hair: Fused Deposition Modeling of Soft Strands, Fibers, and Bristles. *Proc. ACM UIST 2015*, 593-597. Acceptance Rate: 23.6%.

- MobileHCI '15* Tovi Grossman, **Xiang 'Anthony' Chen**, George Fitzmaurice. Typing on Glasses: Adapting Text Entry to Smart Eyewear. *Proc. MobileHCI 2015*, 144-152. Acceptance Rate: 25.2%.
- UIST '14* Ken Hinckley, Michel Pahud, Hrvoje Benko, Pourang Irani, Marcel Gavriliu, François Guimbretière, **Xiang 'Anthony' Chen**, Fabrice Matulic, William Buxton, Andrew Wilson. Sensing Techniques for Tablet+Stylus Interaction. *Proc. ACM UIST 2014*, 605-614. Acceptance Rate: 22.2%. [BEST PAPER AWARD - TOP 1%](#)
- UIST '14* **Xiang 'Anthony' Chen**, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott Hudson. Air+Touch: Interweaving Touch & In-Air Gestures. *Proc. ACM UIST 2014*, 519-525. Acceptance Rate: 22.2%.
- UIST '14* **Xiang 'Anthony' Chen**, Tovi Grossman, George Fitzmaurice. Swipeboard: A Text Entry Technique for Ultra-Small Interfaces That Supports Novice to Expert Transitions. *Proc. ACM UIST 2014*, 615-620. Acceptance Rate: 22.2%.
- UIST '14* Gierad Laput, Robert Xiao, **Xiang 'Anthony' Chen**, Scott Hudson, Chris Harrison. Skin Buttons: Cheap, Small, LowPowered and Clickable Fixed-Icon Laser Projectors. *Proc. ACM UIST 2014*, 389-394. Acceptance Rate: 22.2%.
- CHI '14* **Xiang 'Anthony' Chen**, Tovi Grossman, Daniel Wigdor, George Fitzmaurice. Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch. Acceptance Rate: 22.8%. *Proc. ACM CHI 2014*, 159-168. [BEST PAPER AWARD - TOP 1%](#)
- MobileHCI '14* **Xiang 'Anthony' Chen**, Julia Schwarz, Chris Harrison, Jennifer Mankoff, Scott Hudson. Around-Body Interaction: Sensing & Interaction Techniques for Proprioception-Enhanced Input with Mobile Devices. *Proc. MobileHCI 2014*, 287-290. Acceptance Rate: 21.3%.
- Visual Computer '13* Bin Pan, Yong Zhao, Xiaoming Guo, **Xiang Chen**, Wei Chen, Qunsheng Peng. Perception-motivated visualization for 3D city scenes. *The Visual Computer* 29.4 (2013): 277-286.
- GI '12* Ken Hinckley, **Xiang 'Anthony' Chen**, Hrvoje Benko. Motion and Context Sensing Techniques for Pen Computing. *Proc. GI 2012*, 71-78. Acceptance Rate: 33%.
- MobileHCI '12* **Xiang 'Anthony' Chen**, Nicolai Marquardt, Anthony Tang, Sebastian Boring, Saul Greenberg. Extending a Mobile Device's Interaction Space through Body-Centric Interaction. *Proc. MobileHCI 2012*, 151-160. Acceptance Rate: 25%.
- MobileHCI '12* Sebastian Boring, David Ledo, **Xiang 'Anthony' Chen**, Anthony Tang, Nicolai Marquardt, Saul Greenberg. The Fat Thumb: Using the Thumb's Contact Size for Single-Handed Mobile Interaction. *Proc. MobileHCI 2012*, 39-48. Acceptance Rate: 25%.
- AVI '12* **Xiang 'Anthony' Chen**, Sebastian Boring, Sheelagh Carpendale, Anthony Tang, Saul Greenberg. Spalendar: Spatially Visualizing Group's Calendar Activities as a Public Interactive Display. *Proc. AVI 2012*, 689-696.
- CAD/Graphics '11* Bin Pan, **Xiang Chen**, Xiaoming Guo, Wei Chen, Qunsheng Peng. Interactive Expressive Illustration of 3D City Scene. *Proc. CAD/Graphics 2011*, 406-410.

Awards and Scholarships

- 2020 **Hellman Fellowship**
- 2020 **CHI Best Paper Honorable Mentioned Award**
- 2018 **National Science Foundation: Research Initiation Initiative Award**
- 2018 **CHI Best Paper Honorable Mentioned Award**

- 2016 **Adobe Research PhD Fellowship**
- 2015 **Qualcomm Innovation Fellowship Finalist**
- 2014 **UIST Best Paper Award**
- 2014 **CHI Best Paper Award**
- 2014 **CHI Best Talk Award**
- 2013 **Qualcomm Innovation Fellowship Finalist**
- 2012 **University of Calgary Department Research Award**
- 2010 **Academic Project Scholarships in Madrid-Spain for Chinese Technical Students**
- 2009 **Zhejiang University Academic Scholarship**
- 2009 **Chinese University of Hong Kong Winter School Fellowship**
- 2007, 2008 **University of Hong Kong Crimson Summer Exchange Co-Fellowship**

Funding

- 2020-2021 **Xiang ‘Anthony’ Chen** (Sole PI). Hellman Fellowship: Enabling an Ecosystem of Human-Centered Medical AI. \$19,500.
- 2019-2021 **Xiang ‘Anthony’ Chen** (Sole PI). NSF CRII: CHS: Techniques for Helping Domain Experts Understand and Improve Models Underlying Intelligent Systems. \$200,460.
- 2019 **Xiang ‘Anthony’ Chen** (Sole PI). Meta Technology Pte. Ltd. (Singapore) gift funding, \$5,000.
- 2019 **Xiang ‘Anthony’ Chen** (Sole PI). Adobe gift funding, \$7,500.

Patents

- P.6 Yang Li, and **Xiang ‘Anthony’ Chen**. “Cross-device interaction through user-demonstrated gestures.” U.S. Patent 10,234,953, issued March 19, 2019.
- P.5 Gierad Laput, Christopher Harrison, and **Xiang ‘Anthony’ Chen**. “Method of Fabricating Soft Fibers Using Fused Deposition Modeling.” U.S. Patent Application 15/772,193, filed October 4, 2018.
- P.4 Tovi Grossman, **Xiang ‘Anthony’ Chen**, George Fitzmaurice. “Techniques For Interacting With Wearable Devices”. U.S. Patent 10,082,953, issued September 25, 2018.
- P.3 **Xiang ‘Anthony’ Chen**, Tovi Grossman, Daniel Wigdor, George Fitzmaurice. “Techniques For Interacting With Handheld Devices”. U.S. Patent 20,150,153,928, issued June 4, 2015.
- P.2 **Xiang ‘Anthony’ Chen**, Tovi Grossman, George Fitzmaurice. “Techniques For Interacting With Handheld Devices.” U.S. Patent 20,150,153,952, issued June 4, 2015.
- P.1 Hrvoje Benko, **Xiang Chen**, and Kenneth Paul Hinckley. “Motion and context sharing for pen-based computing inputs.” U.S. Patent 9,201,520, issued December 1, 2015.

Selected Press Coverage

Primary research projects

- 2019 New Scientists. "Turn any object into a robot using this program and a 3D printer"
- 2019 ACM TechNews. "Turn any object into a robot using this program and a 3D printer"
- 2019 Hackster.io. "Robiot Is a Design Tool That Generates Mechanisms to Motorize Everyday Objects"
- 2019 Innovation Cloud. "Innovation that will turn everyday objects into robots"
- 2019 Fabbaloo. "Robiot Can Automatically Design Handy Household Machines"
- 2018 3ders.org. "Forté: user-driven generative design tool for easy optimization of 3D printed objects"
- 2018 All3DP. "Forté Lets you Draw in 2D, Creates 3D Generative Designs Automatically"
- 2018 3DShoes.com. "Forté Design Tool"
- 2018 FutureLab3D. "Forte: user-driven generative design tool for easy optimization of 3D printed objects"
- 2018 3D Adept. "Forte, the generative design tool that will ease the optimization of 3D printed objects"
- 2018 3dimensions.kr. "3D design software that makes your design look like: Forté" (Translated from Korean)
- 2018 STAMPARE IN 3D. "Anthony Chen e lo strumento di disegno interattivo Forté"
- 2016 Branchemagasinet UDKOM. "3D-printere reparerer ting"
- 2016 DIY 3D Printing. "Encore 3D Printing Upgrades for Everyday Objects"
- 2015 3dprint.com. "Sustainable 3D Printing Methods Add to or Subtract from Existing Objects"
- 2015 New Scientists. "3D print extra bits for old objects to help extend their life"
- 2015 3ders.org. "Researchers develop Encore tool for augmenting everyday objects with 3D printing"
- 2015 3dprint.com. "Encore: Research Allows for 3D Printed Augmentation of Everyday Objects"
- 2015 3dtectionix.com . "Encore WebGL-Based Tool and 3D Printing Improve Everyday Objects"
- 2014 labs.blogs.com. "Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch"
- 2013 sourcebits.com. "How an Innovative Mobile Interaction Concept Could Benefit Enterprises"

Collaborated research projects

- 2018 **Orecchio (collaborated with Xing-Dong Yang's group)**
EureAlert, Phys.Org, Dartmouth Press
- 2018 **WrisText (collaborated with Xing-Dong Yang's group)**
Discovery's Daily Planet, QUARTZ, Weather Science, EureAlert
- 2018 **Theromorph (collaborated with Lining Yao's group)**
CMU News, dezeen, ZDNet, ALL3DP
- 2016 **SweepSense (collaborated with Gierad Laput)**
R&D Magazine, MIT Technology Review

- 2016 **Snap to It (collaborated with Adrian de Freitas)**
MIT Technology Review
- 2015 **3D Printed Hair (collaborated with Gierad Laput)**
Fast Company, CNET, Gizmodo, Hackaday, MIT Technology Review, Engadget, Plastics Today, New York Magazine, etc.
- 2014 **Skin Buttons (collaborated with Gierad Laput)**
New York Times, TechCrunch, WIRED, Fast Company, New Scientist, Gizmodo, CBC, etc.
- 2014 **Tablet+Stylus Interaction (collaborated with Ken Hinckley)**
FastCo Design's #2 User Interface Innovation of 2014
- 2012 **The Fat Thumb (collaborated with Sebastian Boring)**
PC World, Engadget, Gizmodo, etc.

Talks and Presentations

- 08/2020 **Expanding the Interaction Bandwidth Between Human and AI**
Snap Research, U.S. (hosted by Rajan Vaish)
- 04/2020 **Expanding the Interaction Bandwidth Between Human and AI**
Salesforce Research (hosted by Wenhao Liu)
- 01/2020 **Expanding the Interaction Bandwidth Between Human and AI**
Media Arts and Technology Seminar, UC Santa Barbara
- 12/2019 **Expanding the Interaction Bandwidth Between Human and AI**
Tsinghua University (hosted by Chun Yu)
Peking University (hosted by Yizhou Wang)
Fudan University (hosted by Tun Lu)
Tongji University (hosted by Yang Shi)
Sun Yat-Sen University
South China University of Technology (hosted by C. L. Philip Chen)
Xiamen University (hosted by Junfeng Yao)
- 08/2019 **Designing Explainable Intelligent Systems**
the 5th Summer School on Computational Interaction, New York, U.S.
- 02/2018 **Computational Tool Support for Mass Customization**
FXPAL, Palo Alto, U.S. (hosted by Daniel Avrahami)
- 05/2017 **Computational Design and Fabrication to Augment Everyday Objects**
Dartmouth College, Hanover, U.S. (hosted by Xing-Dong Yang)
- 02/2016 **Body-Centric Interaction with Mobile and Wearable Devices**
Body Hacking Con 2016, Austin, U.S.
- 12/2015 **Enabling End-User Creativity with New Fabrication Techniques**
X-Studio, Tsinghua University, Beijing, China (hosted by Ying-Qing Xu)
- 10/2015 **Duet: Exploring Joint Interactions on a Smart Phone and a Smart Watch**
Midwest UX 2015, Pittsburgh, U.S.
- 03/2015 **Snap-to-It: Using Mobile Cameras To Opportunistically Connect & Interact With An Internet Of Things**
QualComm, San Diego, U.S.

- 08/2013 **Motion and Context Sensing for Pen Computing**
David R. Cheriton School of Computer Science, University of Waterloo, Waterloo, Canada (hosted by Daniel Vogel)
- 05/2013 **Motion and Context Sensing for Pen Computing**
Dynamic Graphics Project, University of Toronto, Toronto, Canada (hosted by Daniel Wigdor)
- 06/2013 **Motion and Context Sensing for Pen Computing**
Autodesk Research, Toronto, Canada (hosted by Tovi Grossman)
- 05/2013 **Around-Body Interaction**
Hasso-Plattner-Institut, Berlin, Germany (hosted by Patrick Baudisch)
- 03/2013 **Around-Body Interaction**
QualComm, San Diego, U.S.

Teaching and Mentoring

Course Instructor

- 2019-present **CS/ECE M119: Fundamental of Networked Embedded Systems**
ECE Department, UCLA
- 2018-present **ECE 209AS: Human-Computer Interaction**
ECE Department, UCLA

Teaching Assistant (Preparing & Giving Lectures)

- 2015 **05430: Programming Usable Interfaces**
School of Computer Science, Carnegie Mellon University
- 2014 **05410: User-Centered Research and Evaluation**
School of Computer Science, Carnegie Mellon University
- 2010 **CPSC 481: Human Computer Interaction I**
Department of Computer Science, University of Calgary

PhD Students Mentored at UCLA

- 2018-present **Hongyan Gu**
MS/PhD ECE; Project: AI for Medicine
- 2018-present **Jiahao Li**
PhD in MAE; Project: An Internet of Robotic Things (UIST '19-'20)
- 2019-present **Ruolin Wang**
PhD ECE; Project: AI for Accessibility
- 2020-present **Xingyu Liu**
PhD ECE; Project: AI for Accessibility
- 2018-present **Noyan Evirgen**
PhD in ECE; Project: Interactive Machine Learning
- 2019-present **Yuan Liang**
PhD in ECE; Project: Computer Vision for Medical Imaging (CHI '20)

2019-2020 **Sam Arlin**
PhD in CS; Project: AI-enabled expressive writing

MSc Students Mentored at UCLA

2018-present **Electrical & Computer Engineering**
Yifan Xu, Yao Xie, Yunpeng Ding, Carlo Rebanal, Amirali Omidfar, Ximeng Liu, Nicolas Cheng

2018-present **Computer Science**
Ritam Sarmah

Undergraduate Students Mentored at UCLA

2018-present **Electrical & Computer Engineering**
James King, Eric Perez, Alexander Chen, Jingbin Huang, Melody Chen, David Kao, Ben Wagstaff

2018-present **Computer Science**
Grace Zhao, Zixuan Chen, Jordan Combitts, Phipson Lee, Joseph Lu, Bey-Ru Hsu

2018-present **Cognitive Science**
Colleen Li, Brandon Ngo, Rita Dang, Marina Souliman, Claire Guo

2018-present **Other Majors**
Yumeng Zhuang, Wanxin Xie, Caitlin Lee

2018-present **Interns, Visiting & Collaborative Students**
Charisa Shin (Brown), Xiao Fan (CSST), Hsuan-wei Fan (Tsinghua), Mina Huh (KAIST), Bowen Zhang (CSST)

Mentoring during PhD at CMU

2017 **Runchang Kang**
Master student in Architecture
Project: Finite Element Analysis of post-processed generative designs (CHI '18, SUI '19).

2015 **Vikram Kamath Cannanure**
Master student in Learning Science
Project: one-handed gesture for smart watches (GI '16).

2015 **Yaakov Lyubetsky, Hyunsoo Andrew Park**
Master students in HCI and Communication Design
Project: learning from failed 3D prints.

Service

2020-present **PhD Thesis Committee**
Haisong Lin, Electrical & Computer Engineering at UCLA
Migyeong Gwak, Computer Science at UCLA
Weinan Song, Electrical & Computer Engineering at UCLA

2019-present **MSc Thesis Committee**
Akash Singh, Electrical & Computer Engineering at UCLA

2020 **Judge**
International Science and Engineering Fair (for high school students)

- 2020-present* **Editorial Board**
 Proceedings of the ACM on Human-Computer Interaction ISS
- 2017-present* **Program Committee**
 ACM CHI Conference on Human Factors in Computing Systems 2019-21
 ACM Conference on Computer-Supported Cooperative Work and Social Computing 2021
 ACM Symposium on User Interface Software and Technology 2019-20
 ACM International Conference on Intelligent User Interfaces 2019
 ACM International Conference on Interactive Surfaces and Spaces 2018
 International Symposium of Chinese CHI 2018-19
 ACM CHI Conference on Human Factors in Computing Systems 2016 Late Breaking Work
- 2019 – present* **Organizing Committee**
 UIST '20 Proceeding Chair
 ISS '19-'20 Publicity Chair
 UCLA ECE Department Annual Research Review 2020 Co-Chair
- 2015 – 2016* **Session Chair**
 UIST '15, '19-'20, CHI '16-'17.
- 2012 – present* **Reviewer**
Human-Computer Interaction:
 CHI '13-'18, UIST '13-'18, CSCW '14-'16, MobileHCI '13-'16, '20, TEI '13-'16, ISWC '15, Ubicomp '16,
 DIS '14 '18-'19, ITS '13-'15, GI '12-'13, '16, MUM '13, CHI PLAY '14, ToCHI '14 '18-'19, SUI '14-'15, IUI
 '15, TVX '15 '17, EICS '15, IDC '15, Pervasive Computing '16, '20, IJHCS '17, IMWUT '17-'18, IJHCI '18.
- Computer Graphics:*
 SIGGRAPH '19, EuroGraphics '15, Computer & Graphics '18.
- Others:*
 Accessibility '19, TMC '17, C&C '15, NPJ Digital Medicine '20.
- 2014 – 2016* **“Special Recognitions” as a CHI/UIST/Ubicomp reviewer**
 ★ CHI PLAY '14, CHI '15-'16, UIST '15-'16, Ubicomp '16.
- 2007 – 2009* **Volunteer**
 TEI '12
 Crimson Summer Exchange, Crimson Chinese Culture Education Foundation
 Three River Film Festival

References

Scott Hudson

Professor
 Human-Computer Interaction Institute, Carnegie Mellon University
 scott.hudson@cs.cmu.edu

Stelian Coros

Assistant Professor
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Tovi Grossman

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Saul Greenberg

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Yang Li

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Google Research

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