Xiang 'Anthony' Chen Curricumlum Vitæ

6730A Boelter Hall
580 Portola Plaza
Los Angeles, CA 90095

https://xiangchen.me
+1 (412) 980-5740
xac@ucla.edu

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 – 11/2017 **Carnegie Mellon University**
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 – 06/2012 **University of Calgary**
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 – 06/2010 **Zhejiang University**
B.Eng. in Computer Science (with Honors)
Chu Kochen Honors College

03/2010 – 08/2010 **Universidad Politécnica de Madrid**
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 – 06/2018 **Tableau Research, Palo Alto**
Research Scientist with a mission of enabling people to interact with data

05/2015 – 09/2015 **Google Research, Mountain View**
Research Intern in Mobile Interactive Computing Group with Yang Li.
Developed a user-defined cross-device interaction framework.

06/2014 – 08/2014 **Microsoft Research, Redmond**
Research Intern in Natural Interaction Research with Bill Buxton and Ken Hinckley.
Developed a multi-wearable interactive system.

05/2013 – 08/2013 **Autodesk Research, Toronto**
Research intern/consultant in User Interface Research Group with Tovi Grossman, Daniel Wigdor and George Fitzmaurice.
Developed interaction techniques with smart watches.

06/2012 – 08/2012 **Microsoft Research, Redmond**
Research Intern in Natural Interaction Research with Ken Hinckley and Hrvoje Benko.
Developed motion and context sensing techniques for pen computing.

11/2009 – 03/2010 **Microsoft Research Asia, Beijing**
Research intern in Media Computing Group with Bin B. Zhu.
Developed novel CAPTCHA techniques and systems.

07/2009 – 10/2010 **Alibaba Group, Hangzhou**
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), MobileHCI (4), and other venues (9); Work done in UCLA (8), CMU (15), collaborated with Autodesk Research (5), Microsoft Research (2), Google Research (3), and Apple (1).

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, Jeeeun 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, Jeeeun 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, Jeeeun 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. WrisText: 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 Takahash, 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, Jeeeun 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**, Jeeeun 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 Swept-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. `https://www.nsf.gov/awardsearch/showAward?AWD_ID=1850183`

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 3dtectonix.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)

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 Combitsis, Phipson Lee, Joseph Lu, Bey-Ru Hsu

2018-present **Cognitive Science**
Colleen Li, Brandon Ngo, Rita Dang

2018-present **Interns and Visiting Students**
Charisa Shin (Brown), Xiao Fan (CSST), Hsuan-wei Fan (Tsinghua)

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 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

2015 – 2016 **Session Chair**
UIST '15, '19, 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, 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
Department of Computer Science, ETH Zurich
scoros@cmu.edu

Tovi Grossman
Assistant Professor
Department of Computer Science, University of Toronto
tovi@dgp.toronto.edu

Saul Greenberg
Professor
Department of Computer Science, University of Calgary
saul.greenberg@ucalgary.ca

Yang Li
Staff Research Scientist
Google Research
yangli@acm.org