

# CHENGLIN LI

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## RESEARCH INTEREST

My research interest lies in designing, developing and evaluating multimodal solutions that drive long-term behavioral and workflow transformation. My work focused on studying human workflows and designing interactive systems that leverage multiple modalities to enhance human capability and support real-world tasks.

## EDUCATION

<b>University of Michigan, Ann Arbor</b> <i>M.S. Electrical and Computer Engineering (GPA: 4.00 / 4.00)</i>	08/2024 – Present <i>Ann Arbor, MI</i>
<b>University of Michigan, Ann Arbor</b> <i>B.S. Computer Science (GPA: 3.72 / 4.00)</i>	08/2022 – 05/2024 <i>Ann Arbor, MI</i>
<b>University of Washington</b> <i>B.S. Undeclared Major (GPA: 3.69 / 4.00)</i>	09/2020 – 08/2022 <i>Seattle, WA</i>

## RESEARCH EXPERIENCE

<b>Human-AI Lab, UMich</b> [C.2] <i>Research Assistant</i> Supervisor: Dr. Anhong Guo	05/2025 – Present <i>Ann Arbor, MI</i>
<ul style="list-style-type: none"><li>Introduced In-context instructional videos that fully align with users' real-world visual perception to address visual context misalignment in conventional instructional videos.</li><li>Designed and conducted two user studies across two first-aid and two culinary tasks to examine how each visual context (<i>Task Object Intrinsic, Task Object State, Environmental Context, and Observational Context</i>) in instructional videos affects physical-task performance.</li></ul>	08/2024 – 09/2025 <i>Ann Arbor, MI</i>
<b>Soundability Lab, UMich</b> [D.1] [C.1] <i>Research Assistant</i> Supervisor: Dr. Dhruv Jain & Dr. Venkatesh Potluri	05/2023 – 01/2024 <i>Ann Arbor, MI</i>

• Developed and evaluated RAVEN, a generative AI-powered system enabling blind and low-vision users to query and modify 3D virtual environments through natural language.

• Conducted user studies with blind and low-vision and deaf and hard-of-hearing participants to examine users' workflow, benefits, and challenges when interacting with the system.

**Future Programming Lab, UMich**  
*Research Assistant*  
Supervisor: Dr. Cyrus Omar

• Developed RustViz2, an interactive visualization tool illustrating Rust's ownership, borrowing, and lifetime concepts; enhanced both front-end SVG animation and back-end functionality using Rust, XML, and JavaScript.

• Evaluated usability through feedback from 61 students and comparative analysis with RustViz1 to assess learning effectiveness and design improvements.

## PUBLICATIONS

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- [C.2] Yayuan Li\*, **Chenglin Li\***, Jingying Wang, Filippos Bellos, Anhong Guo† and Jason J. Corso†.  
*Aligning Visual Context in Instructional Videos for Physical Task Assistance: Effectiveness, Attribution, and Feasibility.* in submission to **CHI '26**.
- [C.1] Xinyun Cao, Kexin Phyllis Ju, **Chenglin Li**, Venkatesh Potluri, and Dhruv Jain. *RAVEN: Realtime Accessibility in Virtual ENvironments for Blind and Low-Vision People.* in submission to **CHI '26**.

## POSTERS AND DEMOS

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- [D.1] Xinyun Cao, Kexin Phyllis Ju, **Chenglin Li**, Venkatesh Potluri, and Dhruv Jain. *Demo of RAVEN: Realtime Accessibility in Virtual ENvironments for Blind and Low-Vision People.* **CHI '25 LBW, ASSETS '25 Demo (Best Demo Award)**.

## TEACHING EXPERIENCE

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**CSE Department, UMich** 08/2024 – Present  
*Graduate Student Instructor* *Ann Arbor, MI*  
Supervisor: Dr. Sugih Jamin, Dr. Elliot Soloway

- Updated labs for Mobile App Development courses taught by Dr. Sugih Jamin, incorporating SwiftUI, Jetpack Compose, Python, Go, Rust and JavaScript.
- Assisted a new course taught by Dr. Sugih Jamin. Designed tutorials and projects in Jetpack Compose, Python, Go, Rust and JavaScript.
- Designed and held discussion sessions and weekly office hour with 120 students.
- Created grading rubrics and graded labs, tutorials and projects.

## SKILLS / HOBBIES

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**Engineering:** Kotlin/Jetpack Compose, Swift/SwiftUI, Python, C/C++, C#, Rust, Go, Dart, JavaScript, SQL (PostgreSQL), R, HTML/CSS

**Prototyping:** Figma, Unity, Arduino, Blender

**Hobbies:** Peking Opera, Badminton, Piano, Photography