

Lucy Jiang

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Research Interests

Human-computer interaction, accessible technology, entrepreneurship, social computing

Education

University of Washington, Seattle — GPA: 3.84 / 4.0

Aug 2018 - Jun 2022

- Computer Science Major, Entrepreneurship Minor, Interdisciplinary and Departmental Honors
- Programming Languages: Java, Objective-C, C, C++, JavaScript, SQL, HTML, CSS
- Honors Thesis: Designing Visual Question Answering Systems to Enable Independent Audio Description Authoring by Blind and Low Vision Creatives (advised by Dr. Richard Ladner)

Publications

- [1] L. Zhang, **L. Jiang**, N. Washington, A. A. Liu, J. Shao, A. Fourney, M. R. Morris, L. Findlater. Social Media through Voice: Synthesized Voice Qualities and Self-Presentation. *Proceedings of the 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (ACM CSCW '21)*. Virtual. 2021.
- [2] L. Zhang, J. Shao, A. A. Liu, **L. Jiang**, A. Stangl, A. Fourney, M. R. Morris, L. Findlater. Exploring Interactive Sound Design for Auditory Websites. *Amidst revisions at CHI 2022*.

Posters

L. Jiang and D. Zhu. VerbalEyes: A Large-Scale Inquiry into the State of Audio Description. *CMD-IT / ACM Richard Tapia Celebration of Diversity in Computing Conference*. Virtual. 2021.

Work Experience

COO / UX Research Lead — VerbalEyes (verbaleyes.co)

Jan 2021 - present

- Co-founded VerbalEyes, an AI-driven audio description company
- **Interviewed 45+ subject matter experts** (industry accessibility leaders at Google / Microsoft / Facebook, members of the blind and low vision community, and university coordinators)
- Designed user-product interactions, the marketing website, and the overall product and features
- Expanded mailing list and Twitter reach to **240+ people**
- Recruited pilot program university participants from across the country for fall of 2021
- **Received \$26,000+ in funding** from **Madrona Venture Labs**, UW CREATE, and more

Software Engineer Intern — Instagram

Jun 2021 - Sep 2021

- Integrated **error handling** and **multiple-participant search** in Instagram Direct's messaging interface to increase customer engagement on Instagram and Messenger
- Advocated for accessible interface designs and consistency across messaging platforms

Software Engineer Intern — Facebook

Jun 2020 - Sep 2020

- Implemented **real-time image brightness editing** for Facebook's primary posting interface
- **Increased clickthrough rate** by indicating favorited images on the camera roll media picker
- Prioritized accessibility by researching VoiceOver paradigms and best practices, developing an accessible slider, and **integrating screen reader support**

Software Engineer Intern – Facebook University

Jun 2019 - Aug 2019

- Developed a **full-stack iOS app** to simplify reminders, payments, and scheduling with roommates
- Advocated for accessible design and integrated VoiceOver / native large text compatibility

Head Teaching Assistant – UW Computer Science and Engineering

Aug 2019 - present

- Instructed weekly sections, graded assignments, wrote exam questions, and held office hours for **human-computer interaction** (CSE 440), **data structures and algorithms** (CSE 332), **discrete math and logic** (CSE 390Z), and introductory **data science** (CSE 180)
- Guest lectured on **visual design and communication** for CSE 440 in Autumn 2021
- **Directly mentored 70+ underrepresented students** in Early Fall Start and STARS (CSE 190E / 390Z)

Certified Inline Skating Instructor – Skate Journeys Skate School

Jun 2012 - Aug 2018

- Developed new curricula for summer camps as **Senior Program Manager** (2017 - 2018)
- **Trained 7 Junior and 7 Senior Counselors** and taught inline skating skills to **500+ children and adults**

Research Experience

Accessibility Research – Inclusive Design Lab at UW HCDE

Jan 2019 - present

- Proposed studies, analyzed user data, and co-authored papers published at CSCW '21 and amidst revision at CHI '22 (advised by Dr. Leah Findlater)

Software Lead – HuskyADAPT Accessible Art Project

Jan 2019 - Jun 2019

- Designed an art installation for blind / visually impaired artists to express creativity with tactile / auditory elements (textured pipe cleaners, a Raspberry Pi-powered console, and a music app)
- Received the Voices Award for including the visions of users, artists, and partners

Honors & Awards

Undergraduate Scholar Award (Full Academic Scholarship) – UW Honors Program

Apr 2018 - present

1st Place Undergraduate Research Poster – CMD-IT / ACM Tapia Conference

Sep 2021

Inaugural Fellowship Recipient – Madrona Venture Labs

Jun 2021 - Sep 2021

Computer Science Research Mentee – Google Research

Aug 2019 - Jul 2020

NCWIT Collegiate Award Finalist – National Center for Women & Information Technology

Dec 2021

Dempsey Startup Competition Top 16 – UW Buerk Center for Entrepreneurship

May 2021

Study Away Silicon Valley Scholarship – Teach Access

May 2019

Extracurricular & Volunteer Work

Chair – UW Association for Computing Machinery

May 2020 - present

- Led the largest student-run organization in the Allen School (**serving 1700+ students**) to plan events such as internship prep, research nights, department-wide socials, and community discussions
- Worked with directors, faculty, advisers, and students in the department to **improve diversity, equity, and inclusion** via student-led advocacy and cross-club collaborations
- Revamped and scaled Big / Little peer mentorship program to support rapidly growing student cohorts
- **Launched quarterly fundraisers** and **collected \$5000+ in donations** for the University District Food Bank, Code.org, and Seattle Children's Hospital

Self-Taught Baker – Bake Sales and Special Dessert Orders

Jun 2015 - present

- Baked wedding cakes, birthday cakes, cupcakes, cookies, and brownies for a variety of projects, including a contract with UW Sports Nutrition, Honors class projects, and graduations
- **Donated \$4500+ from dessert orders** to the American Cancer Society, the ACLU, and more
- **Raised \$400 via Instagram Live campaign** for restaurants impacted by COVID-19

Selected Media Coverage

- VerbalEyes in the [CREATE Year 1 Impact Report](#) (2021)
- [“Accessibility is our responsibility”: Students expand their knowledge of best practices and technologies as part of Study Away Silicon Valley](#) by Richard Ladner in *Allen School News* (2019)
- [Inclusive design and accessible tech in the spotlight at Univ. of Washington student showcase](#) by Leslie Fisher in *GeekWire* (2019)
- [DubHacks 2019: Collegiate hackers innovate for social impact with mixed-reality](#) by Anh Nguyen in *The Daily of the University of Washington* (2019)
- [Virtual Pitchapalooza - Dempsey Startup Competition](#) by Ed Kromer in *Foster Blog* (2021)