Jingyi Li

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EDUCATION

Stanford University
Ph.D. in Computer Science | *GPA: 4.0*
Advisors: Sean Follmer & Maneesh Agrawala
Sep 2017 –

Stanford University
M.S. in Computer Science | *GPA: 4.0*
Sep 2017 – Dec 2019

University of California, Berkeley
B.S. in Electrical Engineering & Computer Science | *GPA: 3.67*
Certificates in Human-Centered Design & New Media
Advisor: Björn Hartmann
Aug 2013 – Dec 2016

University of Cambridge | *GPA: 4.0*
Summer Abroad 2014

RESEARCH
EXPERIENCE

Graduate Researcher, **Shape Lab & Agrawala Group**, Stanford, CA
Topics: Accessible & tangible design tools, computational tools for artists
Advisors: Sean Follmer & Maneesh Agrawala
Sep 2017 – Present

Research Scientist Intern, **Adobe Research**, Virtual
Topic: Automatically rigging accessories for 2D custom characters
Advisor: Wilmot Li
Jun – Sep 2020

Rotation Student, **Bernstein Group**, Stanford, CA
Topic: Quantifying the homonormativity of fanfiction
Advisor: Michael Bernstein
Mar – Jun 2018

Visting Scholar, **INRIA (Université Paris-Sud)**, Paris, France
Topic: Sketch-based interfaces for data spreadsheets
Advisor: Wendy Mackay
Jun – Jul 2017

Undergraduate Researcher, **Color of New Media**, Berkeley, CA
Topics: Online fandoms, internet piracy, #CancelColbert & Suey Park
Advisor: Abigail De Kosnik
Feb – Dec 2016

Undergraduate Researcher, **Berkeley Institute of Design**, Berkeley, CA
Topics: Interactive systems for digital fabrication
Advisor: Björn Hartmann, Mentor: Valkyrie Savage
Jan 2015 – Dec 2016

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

[1] **Jingyi Li,** Wilmot Li, Sean Follmer, Maneesh Agrawala Automated Accessory Rigs for Layered 2D Character Illustrations. In *Proceedings of ACM UIST 2021*.

[2] **Jingyi Li**, Sonia Hashim, Jennifer Jacobs. What We Can Learn from Visual Artists about Software Development. In *Proceedings of ACM CHI 2021*.

[3]   **Jingyi Li**, Joel Brandt, Radomír Měch, Maneesh Agrawala, Jennifer Jacobs. Supporting Visual Artists in Programming through Direct Inspection and Control of Program Execution. In *Proceedings of ACM CHI 2020*.

[4]   **Jingyi Li**, Son Kim, Joshua A. Miele, Maneesh Agrawala, and Sean Follmer. Editing Spatial Layouts through Tactile Templates for People with Visual Impairments. In *Proceedings of ACM CHI 2019*.

[5]   Michelle X. Zhou, Gloria Mark, **Jingyi Li**, and Huahai Yang. Trusting Virtual Agents: The Effect of Personality. In *ACM Trans. Interact. Intell. Syst. 9, 2-3, Article 10* (March 2019).

[6]   **Jingyi Li**, Michelle X. Zhou, Huahai Yang, and Gloria Mark. Confiding in and Listening to Virtual Agents: The Effect of Personality. In *Proceedings of ACM IUI 2017*.

[7]   Valkyrie Savage, Sean Follmer, **Jingyi Li**, and Björn Hartmann. Makers' Marks: Physical Markup for Designing and Fabricating Functional Objects. In *Proceedings of ACM UIST 2015*.

JURIED EXTENDED ABSTRACTS

[1]   Eric Rawn and **Jingyi Li**. Laser Cut Gels for Lighting Design. In *Proceedings of ACM CHI 2020.*

[2]   **Jingyi Li**, Jennifer Jacobs, Michelle Chang, and Björn Hartmann. Direct and Immediate Drawing with CNC Machines. In *Proceedings of ACM Symposium on Computational Fabrication (SCF) 2017.*

WORKSHOP POSITION PAPERS

[1]   **Jingyi Li**. Enactive Artefacts: The Craft of Cosplay. *Troubling Innovation Workshop, CHI 2019.*

[2]   **Jingyi Li**, Daniel Lim, Valkyrie Savage, and Björn Hartmann. CNC Assemblage: Integrating Existing, Physical Objects into New, Digital Designs. *CrossFAB Workshop, CHI 2016.*

WORKSHOPS ORGANIZED

[1]   Meg Stanfill, **Jingyi Li**, Josh Stenger, and Sarah Sterman. Digital Humanities Methods and Fan Studies. *HASTAC 2017.*

MAGAZINE ARTICLES

[1]   **Jingyi Li**, Michael Wessely, Sean Follmer, and Stefanie Mueller. 2017. Summer School for Computational Fabrication and Smart Matter. *IEEE Pervasive Computing 4, 50-53.*

FELLOWSHIPS & AWARDS		
Stanford Diversifying Academia, Recruiting Excellence (DARE) Fellow	2021
Brown Institute for Media Innovation Magic Grant	2021
Stanford Computer Science Student Service Award	2021 – 2019
National Science Foundation (NSF) Graduate Research Fellow	2017
CRA Outstanding Undergraduate Researcher, Runner Up	2017
Stanford Enhancing Diversity in Graduate Education (EDGE) Fellow	2017
ACM Student Travel Grant (IUI '17)	2017
CRA Outstanding Undergraduate Researcher, Honorable Mention	2016

TEACHING		
CS 197: Computer Science Research, Stanford | *PI: Lisa Yan* Mentored teams of undergraduates on original HCI research projects and summer research scholars through weekly check-ins. 20 students.	Spring 2021

CS 247G: Intro to Game Design, Stanford | *PI: Christina Wodtke*   Fall 2020
Lead virtual studio critiques for a diverse range of games and developed lecture
materials; gave original lecture on accessible game design. 40 students.

CS 184: Computer Graphics, UC Berkeley | *PI: James O'Brien*   Fall 2016
Taught graphics applications and algorithms. Developed novel section materials
and guest lectured when professor was traveling. 80 students.

CS 160: Intro to Human-Computer Interaction, UC Berkeley | *PI: Eric Paulos*   Spring 2016,
Lead studio critiques, section, and developed course materials for Android Wear.   Fall 2015
Head TA Spring 2016. Avg 4.8/5 teaching effectiveness. 200 students.

INVITED EXTERNAL TALKS

[1]   How Computers Can Support Craft
       Hasso-Plattner-Institut (Germany), Virtual, 2021.

[2]   Ada Lovelace Week: Opening Pleanary
       University of Chicago, Virtual, 2020.

[3]   Adobe @ CHI: Supporting Visual Artists in Programming
       Adobe Research, Virtual, 2020.

[4]   Guest lecture: Accessibility & HCI Research
       CS 377Q (Design for Accessibiltiy) & CS 247B (Design for Behavioral Change), Stanford, CA, 2019.

[5]   A Ratings System for Piracy: Quantifying and Mapping BitTorrent Activity for *The Walking Dead*
       With Abigail De Kosnik & Benjamin De Kosnik
       Distribution Matters: ICA Preconference, San Diego, CA, 2017.

[6]   Using Computer Science to Make Cool Stuff
       TeenTechSF, Berkeley, CA, 2017.

[7]   Gone Fishing: New Participatory Cultures In & Out of *Hannibal*
       Society of Cinema & Media Studies Undergraduate Conference, Smith College, MA, 2015.

PROFESSIONAL EXPERIENCE

UI & UX Design Intern, NVIDIA, Santa Clara, CA   Jan – May 2017
Designed wireframes, user flows, and interactive prototypes for a deep
learning data labeling tool.

Design Consultant, SumUp Analytics, Berkeley, CA   Sep 2016 – Feb 2017
Delivered low- and high-fidelity user interfaces and flows for a text analysis
start-up with clients in sales and customer service.

Software Engineering Intern, Juji Inc., Saratoga, CA   Jun – Aug 2016
Deployed organizational tools for recruiters. Authored a research paper
testing a virtual agent's personality against perceived user trust.

SERVICE

Conference Organizing Commitee   Oct 2019 – Present
UIST 2020 & 2021 Student Volunteer Co-Chair

PhD Admit Weekend Co-Chair   Jan 2019 – Present
Stanford Computer Science

HCI Reading Group Organizer   Sep 2019 – Present
Stanford Computer Science

CS Peer Mentors: HCI Area Lead   Sept 2020 – Present
Stanford Computer Science

Coordinator and Speaker Organizer   Sep 2018 – Sep 2019
Stanford HCI Lunch Seminar

Reviewer
SCF Papers, C&C Papers, SIGGRAPH Posters   2021
CHI Papers*, DIS Papers, SIGGRAPH Papers, UIST Papers, IEEE Access Papers   2020
CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work   2019
Recognition for outstanding reviews

Student Volunteer
UIST 2019, IUI 2017, CHI 2016

MENTORSHIP		
	Julia Chin, CURIS undergraduate	2021
	Thomas Escudero, Stanford CS undergraduate	2021
	Shana Hadi, Stanford CS peer mentors	2020 – 2021
	Hans Hanley, EDGE mentee	2020 – 2021
	Michael Wornow, EDGE mentee	2020 – 2021
	Crystal Nattoo, EDGE mentee	2019 – 2021
	Eric Rawn, Stanford CS undergraduate (now: Berkeley CS PhD)	2019 – 2021

OUTREACH &
LEADERSHIP

Panelist, **EDGE Program**, Stanford, CA   2019 – 2021
Offered advice on the PhD to junior PhD students through a series of panels.

Teacher, **Get Set Tri-Valley**, Virtual   Jan 2021
Hosted 30 high school girls interested in STEM, with Shape Lab.

Reviewer, **Student-Applicant Support Program**, Virtual   Nov 2020
Gave feedback on PhD SOPs from applicants underrepresented in CS.

Recruiter, **Richard Tapia Conference**, Virtual   Sep 2020
Met 1:1 with URM undergrads interested in PhD programs.

Panelist, **SMASH Rising Scholars**, Virtual   Jul 2020
Discussed what it's like doing a PhD with 20 Black & Latinx undergrads.

Demo, **Exploratorium After Dark: Tactile**, San Francisco, CA   Jan 2020
Ran public demo booths at the SF Exploratorium, with Shape Lab.

Teacher, **Stanford SPLASH**, Stanford, CA   Nov 2019
Taught 20 low-income middle schoolers about design, with Shape Lab.

Teacher, **Stanford seeME**, Stanford, CA   Apr 2019
Created instructional materials & taught 20 low-income middle schoolers about
design, with Shape Lab.

Panelist, **CS160 Future Careers Panel**, Berkeley, CA   Nov 2018
Discussed what it's like doing a PhD to 200 UC Berkeley undergrads.

Panelist & Reviewer, **SWE Grad School Spotlight**, Stanford, CA   Nov 2017
Discussed what it's like doing a PhD to 40 female Stanford undergraduates & gave
feedback on their SOPs.

Makerspace Manager, **Cloyne Court Cooperative**, Berkeley, CA   Jan – Dec 2016
Directed the makerspace of a 140 student hosuing cooperative, organizing workshops
& maintaining shop inventory.

President, **Berkeley Innovation**, Berkeley, CA   2014 – 2015
Supervised outreach, increasing club membership over 50%. Created "The Science of
Sound" exhibit for the Santa Cruz Mobile Children's Museum.

Treasurer, **oSTEM**, UC Berkeley, Berkeley, CA   Jan – May 2014
Fundraised $6k for queer STEM students to travel to national career advancement
conferences.