

Jingyi Li

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<http://jingyi.me>

EDUCATION

Stanford University

Ph.D. in Computer Science

Advisors: Sean Follmer & Maneesh Agrawala

Sep 2017 – Jun 2023

Stanford University

M.S. in Computer Science

Dec 2019

University of California, Berkeley

B.S. in Electrical Engineering & Computer Science

Certificates in Human-Centered Design & New Media

Advisor: Björn Hartmann

Aug 2013 – Dec 2016

University of Cambridge

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

Visiting 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

Advisors: Björn Hartmann & Valkyrie Savage

Jan 2015 – Dec 2016

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

- [1] Eric Rawn, **Jingyi Li**, Eric Paulos, Sarah Chashins. Understanding Version Control as Material Interaction with *Quickpose*. *Under review ACM CHI 2022*.
- [2] **Jingyi Li**, Wilmot Li, Sean Follmer, Maneesh Agrawala. Automated Accessory Rigs for Layered 2D Character Illustrations. In *Proceedings of ACM UIST 2021*.

- [3] **Jingyi Li**, Sonia Hashim, Jennifer Jacobs. What We Can Learn from Visual Artists about Software Development. In *Proceedings of ACM CHI 2021*.
- [4] **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*.
- [5] **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*.
- [6] 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).
- [7] **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*.
- [8] 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] **Jingyi Li**. Extending Computational Abstractions with Manual Craft for Visual Art Tools. In *Proceedings of ACM UIST 2022 Doctoral Symposium*.
- [2] Eric Rawn and **Jingyi Li**. Laser Cut Gels for Lighting Design. In *Proceedings of ACM CHI 2020*.
- [3] **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**. Subtle CSCW Traits: Tensions Around Identity Formation and Online Activism in the Asian Diaspora, *ACM CSCW 2021*.
- [2] **Jingyi Li**. Enactive Artefacts: The Craft of Cosplay. *Troubling Innovation Workshop, ACM CHI 2019*.
- [3] **Jingyi Li**, Daniel Lim, Valkyrie Savage, and Björn Hartmann. CNC Assemblage: Integrating Existing, Physical Objects into New, Digital Designs. *CrossFAB Workshop, ACM 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.

INVITED TALKS

- [1] Abstraction as Material: Designing Computational Tools for Visual Artists
University of Toronto, Dynamic Graphics Group, Toronto, CA, 2022.
- [2] What We Can Learn from Artists about Software Development
MIT, HCI Engineering Group, Virtual, 2022.
- [3] Designing Tools for Visual Artists
UC Berkeley, Jacobs Institute's Design Field Notes series, Virtual, 2021.

- [4] How Computers Can Support Craft
University of Potsdam, Hasso Plattner Institute, Virtual, 2021.
- [5] Ada Lovelace Week: Opening Plenary
University of Chicago, Virtual, 2020.
- [6] Adobe @ CHI: Supporting Visual Artists in Programming
Adobe Research, Virtual, 2020.
- [7] Guest lecture: Accessibility & HCI Research
CS 377Q (Design for Accessibility) & CS 247B (Design for Behavioral Change), Stanford, CA, 2019.
- [8] 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.
- [9] Using Computer Science to Make Cool Stuff
TeenTechSF, Berkeley, CA, 2017.
- [10] Gone Fishing: New Participatory Cultures In & Out of *Hannibal*
Society of Cinema & Media Studies Undergraduate Conference, Smith College, MA, 2015.

FELLOWSHIPS & AWARDS	Selected as a Rising Star in EECS	2022
	Stanford Diversifying Academia, Recruiting Excellence (DARE) Fellow	2021
	Brown Institute for Media Innovation Magic Grant	2021
	Stanford Computer Science Student Service Award	2019, 2020, 2021
	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	STANFORD UNIVERSITY	
	Instructor on record, CS 197: Computer Science Research	Spring 2022
	Created a lecture on the social model of knowledge production and featured diverse researchers of the week. Changed to mastery based grading. <i>Mixed undergraduate level. 10 students, 1 TA.</i>	
	Teaching assistant, CS 197: Computer Science Research	Spring 2021
	Mentored teams of diverse undergraduates on original HCI research projects and summer research scholars through weekly progress check-ins. <i>Mixed undergraduate level. Online, 20 students, 3 TAs, with instructor Lisa Yan.</i>	
	Teaching assistant, CS 247G: Design for Play	Fall 2020
	Lead virtual studio critiques for a diverse range of student created games and gave an original lecture on accessible game design. <i>Upper division level. Online, 40 students, 3 TAs, with instructor Christina Wodtke.</i>	

UNIVERSITY OF CALIFORNIA, BERKELEY

Teaching assistant, CS 184: Computer Graphics

Fall 2016

Taught graphics applications and algorithms. Developed novel section materials and guest lectured when professor was traveling.

Upper division level. 80 students, 3 TAs, with instructor James O'Brien.

Head teaching assistant, CS 160: User Interface Design & Development

Spring 2016

Managed a team of 5 TAs and 2 readers to run the logistics of the course. Continued to lead sections and studio critiques.

Upper division level. 200 students, 5 TAs, with instructor Eric Paulos.

Teaching assistant, CS 160: User Interface Design & Development

Fall 2015

Lead studio critiques, section, and developed novel course materials for Android Wear programming. Avg 4.8/5 teaching effectiveness.

200 students, 5 TAs, with instructor Eric Paulos.

MENTORSHIP

Undergraduate Research Assistants (weekly)

Faith Cheung '25, Columbia summer research scholar 2022

Alice Liu '25, academic year mentee 2022

Cinthy Jauregi '22, Santa Clara University academic year mentee 2022

Christina Wang '24, academic year mentee 2022

Hillary Tran '24, PURE winter intern 2022

Julia Chin '23, CURIS summer intern 2021

Thomas Escudero '23, FWS summer intern 2021

Eric Rawn '21, academic year mentee (now: Berkeley CS PhD) 2019 – 2021

Academic Mentees (twice a quarter)

Beleicia Bullock, PhD EDGE mentee 2021 – 2023

Moussa Doumbouya, PhD EDGE mentee 2021 – 2023

Shana Hadi, Stanford CS undergraduate mentee 2020

Hans Hanley, PhD EDGE mentee 2020

Michael Wornow, PhD EDGE mentee 2020 – 2022

Crystal Nattoo, PhD EDGE mentee 2019 – 2021

SERVICE

Conference Program & Organizing Committee

ACM UIST 2022 Program Committee

ACM UIST 2020, 2021 Student Volunteer Co-Chair

ACM CHI 2021 Program Subcommittee Assistant

Session Chair

ACM UIST 2021, 2022

Departmental Service

Stanford CS PhD Admit Weekend Co-Chair 2019 – 2021

Stanford HCI Reading Group Organizer 2019 – 2022

	Stanford CS Student-Applicant Support Program Reader	2020
	Richard Tapia Conference Recruiter for Stanford CS	2020
	Stanford CS Peer Mentors: HCI Area Lead	2020
	Stanford HCI Lunch Coordinator and Speaker Organizer	2018 – 2019
	Reviewer	
	ACM CHI Papers	2023
	ACM CHI Papers, TOCHI Papers, UIST Papers*	2022
	ACM SCF Papers, C&C Papers, SIGGRAPH Posters	2021
	ACM CHI Papers*, DIS Papers, SIGGRAPH Papers, UIST Papers, IEEE Access Papers	2020
	ACM CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work	2019
	<i>*Recognition for outstanding reviews</i>	
	Student Volunteer	
	ACM UIST 2019, IUI 2017, CHI 2016	
OUTREACH & LEADERSHIP	Panelist, EDGE Program , Stanford, CA	2019 – 2022
	Offered academic advice 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.	
	Panelist, SMASH Rising Scholars , Virtual	Jul 2020
	Discussed the experience of 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 the experience of doing a PhD to 200 UC Berkeley undergrads.	
	Panelist & Reviewer, SWE Grad School Spotlight , Stanford, CA	Nov 2017
	Discussed the experience of 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 housing 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	2013– 2014
	Fundraised \$6k for queer STEM students to travel to national career advancement conferences.	

PROFESSIONAL
EXPERIENCE

Research Scientist Intern, Adobe, Virtual

Jun – Sep 2020

Published research on a tool for more customizable illustrations through automatically rigging accessories of mix-and-match characters.

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.