



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 <i>Advisors: Sean Follmer & Maneesh Agrawala</i>	Sep 2017 – Present
	Research Scientist Intern, Adobe Research , Virtual Topic: Automatically rigging accessories for 2D custom characters <i>Advisor: Wilmot Li</i>	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 <i>Advisor: Wendy Mackay</i>	Jun – Jul 2017
	Undergraduate Researcher, Color of New Media , Berkeley, CA Topics: Online fandoms, internet piracy, #CancelColbert & Suey Park <i>Advisor: Abigail De Kosnik</i>	Feb – Dec 2016
	Undergraduate Researcher, Berkeley Institute of Design , Berkeley, CA Topics: Interactive systems for digital fabrication <i>Advisor: Björn Hartmann, Mentor: Valkyrie Savage</i>	Jan 2015 – Dec 2016

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

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

- [3] **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*.
- [4] 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).
- [5] **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*.
- [6] 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 Computer Science Student Service Award	2020, 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 Pl: 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 Pl: Christina Wodtke Lead virtual studio critiques for a diverse range of games and developed lecture materials; gave original lecture on accessible game design. 40 students.	Fall 2020
	CS 184: Computer Graphics, UC Berkeley <i>Pl: James O'Brien</i> Taught graphics applications and algorithms. Developed novel section materials and guest lectured when professor was traveling. 80 students.	Fall 2016

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

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 Designed wireframes, user flows, and interactive prototypes for a deep learning data labeling tool.	Jan – May 2017
	Design Consultant, SumUp Analytics , Berkeley, CA Delivered low- and high-fidelity user interfaces and flows for a text analysis start-up with clients in sales and customer service.	Sep 2016 – Feb 2017
	Software Engineering Intern, Juji Inc. , Saratoga, CA Deployed organizational tools for recruiters. Authored a research paper testing a virtual agent's personality against perceived user trust.	Jun – Aug 2016
SERVICE	Conference Organizing Commitee UIST 2020 & 2021 Student Volunteer Co-Chair	Oct 2019 – Present
	PhD Admit Weekend Co-Chair Stanford Computer Science	Jan 2019 – Present

Sep 2019 - Present

Sept 2020 – Present

Sep 2018 - Sep 2019

Stanford HCI Lunch Seminar

HCI Reading Group Organizer

CS Peer Mentors: HCI Area Lead

Coordinator and Speaker Organizer

Stanford Computer Science

Stanford Computer Science

	Reviewer C&C Papers	2021
	CHI Papers*, DIS Papers, SIGGRAPH Papers, UIST Papers, IEEE Access Papers	2020
	CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work *Recognition for outstanding reviews	2019
	Student Volunteer UIST 2019, IUI 2017, CHI 2016	
MENTORSHIP	Julia Chin, CURIS undergraduate	2021
	Nicole Woo, CURIS undergraduate	2021
	Shana Hadi, 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 (future Berkeley CS PhD)	2019 – 2021
OUTREACH & LEADERSHIP	Panelist, EDGE Program , Stanford, CA Offered advice on the PhD to junior PhD students about through a series of panels.	2019 – 2021
	Teacher, Get Set Tri-Valley , Virtual Hosted 30 high school girls interested in STEM, with Shape Lab.	Jan 2021
	Reviewer, Student-Applicant Support Program , Virtual Gave feedback on PhD SOPs from applicants underrepresented in CS.	Nov 2020
	Recruiter, Richard Tapia Conference , Virtual Met 1:1 with URM undergrads interested in PhD programs.	Sep 2020
	Panelist, SMASH Rising Scholars , Virtual Discussed what it's like doing a PhD with 20 Black & Latinx undergrads.	Jul 2020
	Demo, Exploratorium After Dark: Tactile , San Francisco, CA Ran public demo booths at the SF Exploratorium, with Shape Lab.	Jan 2020
	Teacher, Stanford SPLASH , Stanford, CA Taught 20 low-income middle schoolers about design, with Shape Lab.	Nov 2019
	Teacher, Stanford seeME , Stanford, CA Created instructional materials & taught 20 low-income middle schoolers about design, with Shape Lab.	Apr 2019
	Panelist, CS160 Future Careers Panel , Berkeley, CA Discussed what it's like doing a PhD to 200 UC Berkeley undergrads.	Nov 2018
	Panelist & Reviewer, SWE Grad School Spotlight , Stanford, CA Discussed what it's like doing a PhD to 40 female Stanford undergraduates & gave feedback on their SOPs.	Nov 2017
	Makerspace Manager, Cloyne Court Cooperative , Berkeley, CA Directed the makerspace of a 140 student hosuing cooperative, organizing workshops & maintaining shop inventory.	Jan – Dec 2016

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.