Jingyi Li

jingyili@cs.stanford.edu
http://jingyi.me

EDUCATION

Stanford University — Expected Jun 2023
Ph.D. in Computer Science
Advisors: Sean Follmer & Maneesh Agrawala

Stanford University — Dec 2019
M.S. in Computer Science

University of California, Berkeley — Dec 2016
B.S. in Electrical Engineering & Computer Science
Certificates in Human-Centered Design & New Media
Advisor: Björn Hartmann

University of Cambridge — Summer Abroad 2014

RESEARCH EXPERIENCE

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

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

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

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

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

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

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.

TEACHING

CS 197: Computer Science Research, Stanford | *Instructor on record* — Spring 2022
Created a lecture on the social model of knowledge production and featured diverse researchers of the week. Changed to mastery based grading. 10 students.

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

CS 247G: Design for Play, Stanford | *TA under Christina Wodtke* — Fall 2020
Lead virtual studio critiques for a diverse range of serious games and gave original lecture on accessible game design. 40 students, online.

CS 184: Computer Graphics, UC Berkeley | *TA under 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: UI Design & Development, UC Berkeley | *TA under Eric Paulos* — Spring 2016, Fall 2015
Lead studio critiques, section, and developed novel course materials for Android Wear. Head TA Spring 2016. Avg 4.8/5 teaching effectiveness. 200 students.

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

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.

MENTORSHIP

Undergraduate Research Assistants

Faith Cheung '25, Columbia summer research scholar — 2022
Alice Liu '25, academic year mentee — 2022
Cinthya 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 (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 — 2022
ACM UIST 2020 & 2021 Student Volunteer Co-Chair — 2019 – 2021
ACM CHI 2021 Program Subcommittee Assistant — 2021

Stanford PhD Admit Weekend Co-Chair — 2019 – 2021
Stanford HCI Reading Group Organizer — 2019 – 2022
Stanford CS Peer Mentors: HCI Area Lead — 2020
Stanford HCI Lunch Coordinator and Speaker Organizer — 2018 – 2019

Reviewer

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
**Recognition for outstanding reviews*

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.

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 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 Jan – May 2014
Fundraised $6k for queer STEM students to travel to national career advancement conferences.