Jingyi Li

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EDUCATION

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

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

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

University of Cambridge | *GPA: 4.0* — 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

Visting 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
Advisor: Björn Hartmann, Mentor: Valkyrie Savage

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.** *Subtle CSCW Traits: Tensions Around Identity Formation and Online Activism in the Asian Diaspora, CSCW 2021.*

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

[3] **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	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

INVITED EXTERNAL TALKS

[1] Designing Tools for Visual Artists
UC Berkeley, Jacobs Institute's Design Field Notes series, Virtual, 2021.

[2] How Computers Can Support Craft
University of Potsdam, Hasso Plattner Institute, Virtual, 2021.

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

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

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

[6] 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.

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

[8] 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 | *PI: Lisa Yan* — Spring 2021
Mentored teams of undergraduates on original HCI research projects and summer research scholars through weekly check-ins. 20 students.

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, Fall 2015
Lead studio critiques, section, and developed course materials for Android Wear. Head TA Spring 2016. Avg 4.8/5 teaching effectiveness. 200 students.

MENTORSHIP

Undergraduate Research Assistants (full time)

Julia Chin, CURIS summer intern — 2021

Thomas Escudero, FWS summer intern — 2021

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

Academic (twice a quarter)

Beleicia Bullock, PhD EDGE mentee — 2021

Moussa Doumbouya, PhD EDGE mentee — 2021

Shana Hadi, Stanford CS undergraduate mentee — 2020

Hans Hanley, PhD EDGE mentee — 2020

Michael Wornow, PhD EDGE mentee 2020 – 2021

Crystal Nattoo, PhD EDGE mentee 2019 – 2021

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 Committee
UIST 2020 & 2021 Student Volunteer Co-Chair — 2019 – 2021
CHI 2021 Program Subcommitee Assistant — 2021

Stanford PhD Admit Weekend Co-Chair — 2019 – 2021
Stanford Computer Science

Stanford HCI Reading Group Organizer — 2019 – 2021
Stanford Computer Science

Stanford CS Peer Mentors: HCI Area Lead — 2020
Stanford Computer Science

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

Reviewer
CHI Papers — 2022
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

OUTREACH & LEADERSHIP

Panelist, **EDGE Program**, Stanford, CA — 2019 – 2021
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 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.