

Sixing Tao



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Bridging technical innovation and human-centered design through research and cross-functional leadership.

EDUCATION

University of Washington, Seattle WA

Majors: Computer Science(BS) & Sociology(BA) Minor: Statistics

SEP 2023 – JUN 2027

GPA: 3.92

EXPERIENCE

Research Assistant - ACE Lab @ U Washington

SEP 2025 – Present

- Advanced A11yBoard, a multimodal interaction system that enables blind users to interpret and edit 2D digital canvases through haptic, auditory, and semantic feedback.
- Explored adapting A11yBoard for platforms like PowerPoint to enable accessible slide authoring and non-visual editing, and integrated LLM-based intelligence to enhance user interaction efficiency.
- Collaborated with blind participants to identify usability challenges and inform AI-enhanced design, supported by literature reviews and competitive analysis on non-visual interaction.

Research Assistant - INSC @ Tsinghua

MAY 2025 – SEP 2025

- Facilitated formative workshops with HCI/privacy researchers and coordinated a 28-participant user study (experiment + interview), contributing to study design, data collection, and qualitative analysis; validated usability improvements and co-first authored a [paper](#) submitted in the HCI field.
- Developed an end-to-end pipeline combining privacy policy processing (web scraping, LLM-based segmentation/summarization) with mobile UI screenshot analysis (OCR, LLM-based text recognition, ResNet icon detection), achieving a 78% latency reduction and 93% variance reduction compared to baseline.
- Designed and implemented the Android client for [Confect](#), a reflective-thinking-based contextual privacy policy system, including sidebar alerts, layered notifications, and just-in-time controls.
- Contributed to a literature review on usable privacy policies (submitted to HCI Conference), supporting coding of 100+ papers and evidence extraction, resulting in a co-authored survey [paper](#).

Front End Engineer Intern - Upcraft.club

JAN 2025 – MAR 2025

- Upcraft.club is an event planning platform similar to Eventbrite and Meetup, aiming to enhance user engagement and activity discovery.
- Developed a tag-based event exploration feature with interactive maps, enabling users to discover activities by tags and school boundaries, while collaborating in UI/UX prototyping sessions to align with user needs.

Product Management Intern - Siemens (Digital Industries)

JUL 2024 – SEP 2024

- Managed lifecycle of temperature measurement instruments in the process automation industry, collaborating with Predictive Analytics R&D on predictive maintenance capabilities.
- Conducted competitor analysis using SWOT and 4P frameworks and engaged in customer support meetings, providing insights that informed product strategy, market positioning, and continuous product improvements.

Zhuhai Ambassador - Clipper Round the World Race

APR 2023 – JUL 2024

- Completed a full transatlantic voyage as part of the Zhuhai crew, collaborating with 15 international members under extreme offshore conditions.
- Led offshore training sessions, including “Man Overboard” emergency drills, and represented Zhuhai through cultural presentations in stopover ports.

TECHNICAL PROJECT

Multi-Modal Transformer for Social Relation Prediction | PyTorch, Transformers, ResNet

- Built a computer vision model that predicts social relation traits from images of two people, fusing facial features, unsupervised pose estimation, and scene context through a transformer-based reasoner with learnable relation tokens; see [project details](#).
- Achieved 84.3% multi-label accuracy@0.5 and +11.7% improvement over baseline on the Social Relation Dataset by fusing heterogeneous 256-D feature tokens for relation trait prediction (Dominant, Trusting, Warm, etc.)

SKILLS

Programming Languages: Java, JavaScript, TypeScript, Python, HTML, CSS, R, C, SQL, Bash

Tools & Technologies: React, Node.js, Vite, Unit Testing, Pytorch, Firebase, PostgreSQL, Git, Figma, LaTeX

Languages: Proficient in English, Chinese(Native); Exposure to Spanish