Zhuohao Zhang

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Research Interest

Intersection of HCI, AI, Accessibility, and CSCW

Education

2019-2021 University of Illinois at Urbana-Champaign (UIUC), Urbana, IL

M.S. in Computer Science (with thesis), GPA: 4.0/4.0

Thesis Advisor: Yang Wang

2015-2019 Zhejiang University (ZJU), Hangzhou, China

B.Eng. in Computer Science (with Honors), GPA: 3.88/4.0, Ranking: Top5% of 181

Thesis Advisor: Yingcai Wu

Academic Publications

Conference Papers

- [C.5] Zhuohao Zhang, Zhilin Zhang, Haolin Yuan, Natã Barbosa, Sauvik Das, Yang Wang. 2021. WebAlly: A Friendsourcing Approach to Solve CAPTCHAs for People with Visual Impairments. In submission of CSCW 2021
- [C.4] Zhuohao Zhang, Sana Malik, Leo Zhicheng Liu, Tak Yeon Lee, Ryan Rossi, Eunyee Koh. 2021. Authoring Interactive Data-Driven Reports for Business Data Analysts. In submission of CHI 2021
- [C.3] Natã Barbosa, Zhuohao Zhang, Yang Wang. 2020. Do Privacy and Security Matter to Everyone? Quantifying and Clustering User-Centric Considerations About Smart Home Device Adoption. SOUPS 2020
- [C.2] **Zhuohao Zhang***, Xiyuan He*1. 2019. GPK: An Efficient Special Symbol Input Method for Keyboards Using Glide. CHI 2019 EA
- [C.1] Lei Shi, Holly Lawson, **Zhuohao Zhang**, Shiri Azenkot. 2019. Designing interactive 3D printed models with Teachers of the Visually Impaired. CHI 2019

¹Contributed Equally as First Authors

Demos

[D.1] Lei Shi, **Zhuohao Zhang**, Shiri Azenkot. 2019. A Demo of Talkit++: Interacting with 3D Printed Models Using iOS Devices. ASSETS 2018

Research Experiences

2019.10-now University of Illinois at Urbana-Champaign, Urbana, IL

Research Assistant

Social Computing Systems Lab, Supervisor: Yang Wang

- Research on using friendsourcing method to help people with visual impairments solve inaccessible web tasks and maintain their privacy and security at the same time.
- Submitted a full paper to CSCW 2021

2017.10-2018.12 Cornell University (Cornell Tech), New York, NY

Research Assistant

Enhancing Abilities Lab, Supervisor: Shiri Azenkot

- Designed an iOS application "Talkit++" to augment fabricated 3D models for blind people; Deployed in real use at several special education schools; Project released at: https://www.interactiveprintedmodels.com
- Results have been published at ASSETS 2018 and CHI 2019

2018.07-2018.09 University of California, Davis (UCD), Davis, CA

Research Assistant

Viz & Interface Design & Innovation (VIDI) Lab, Supervisor: Kwan-Liu Ma

2017-2019 Zhejiang University, Hangzhou, China

Research Assistant

Interactive Data Group, Supervisor: Yingcai Wu

Work and Teaching Experiences

2020.05-08 Adobe Research, Remote

Research Intern, VaaS group, with Dr. Sana Malik and Prof. Zhicheng Liu

- Design an authoring tool to support data-driven report creation for business analysts with no technical background
- · Submitted to CHI 2021

2019-2020 University of Illinois at Urbana-Champaign, Urbana, IL

Teaching Assistant for course CS107, CS125, and CS498

Honors and Awards

- 2019 ACM CHI Student Research Competition, Second Prize
- 2018 Microsoft Imagine Cup 2018, United States National Finals Attendee
- 2016-2018 First-class Scholarship for 3 successive years (top 3% in 850 students)
 - 2016 Zhejiang Provincial Government Scholarship

Presentations and Talks

2019.05 CHI 2019 Student Research Competition, Glasgow, UK

Title: An Efficient Special Symbol Input Method for Keyboards Using Glide

• Two-round presentation competition of an undergraduate research project

2018.10 Tactile Graphics in Education and Career Symposium, Baltimore, MD

Title: Sensables: 3D Printed Models for Visually Impaired Students

• Presented with Ph.D. Lei Shi from Cornell Tech at National Federation of the Blind, Jernigan Institute

Academic Services

Assigned Reviewing

CHI 2019, Late Breaking Work

Skills

TECHNOLOGIES

Proficient in web development (JavaScript, SQL, React, D3.js, etc.), mobile application developing (iOS & Android, React Native), XR frameworks (HoloLens, Oculus Rift, ARKit), etc.

Also familiar with theories and algorithms in Machine Learning, Information Retrieval, Computer Vision, Optimization, etc.

LANGUAGE

English (Proficient), Chinese (Native)