

# Tony W. Li

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## Research Interests

Human-AI Interaction, Data Interpretability and Transparency, Data Visualization

## Education

- 2023–Present **Ph.D. in Computer Science and Engineering (Anticipated)**, *University of California, San Diego*, San Diego, California
- 2021–2023 **M.S. in Human Centered Design and Engineering**, *University of Washington*, Seattle, Washington  
HCDE Courses: User-Centered Design, Theoretical Foundations of HCDE, Experimental Research Methods, Usability Studies, User-Centered Web Design, Interaction Design Prototyping, Designing for Behavior Change, Future of Scholarly Communication, Designing a Human Centered Venture, Physical Computing and Prototyping
- 2013–2017 **A.B. in Computer Science**, *Harvard University*, Cambridge, Massachusetts  
CS Courses: Data Structures and Algorithms, Machine Learning, Artificial Intelligence, Data Science, Visualization, Systems Programming and Machine Organization, Computer Graphics

## Publications

- **Tony W. Li**, Michael Murray, Zander Brumbaugh, Hanna Lee, Raida Karim, Maya Cakmak, and Elin A. Björling. *Tell Me About It: Adolescent Self-Disclosure with an Online Robot for Mental Health*. ACM/IEEE International Conference on Human-Robot Interaction. 2023.
- K. J. Kevin Feng, **Tony W. Li**, and Amy X. Zhang. *Understanding Collaborative Practices and Tools of Professional UX Practitioners in Software Organizations*. ACM CHI Conference on Human Factors in Computing Systems. 2023.
- Raida Karim, Edgar Lopez, Katelynn Oleson, **Tony W. Li**, Elin A. Björling, and Maya Cakmak. *Share with Me: A Study on a Social Robot Collecting Mental Health Data*. International Conference on Social Robotics. 2022.
- **Tony W. Li**, Ofra Amir, and Barbara Grosz. *Approaches to Policy Advice From Multiple Teachers in Reinforcement Learning*. Digital Access to Scholarship at Harvard. 2017.

## Research Experience

- 09/2022–Present **Graduate Research Assistant**, *University of Washington*, Seattle, Washington  
Advised by Prof. Cecilia Aragon, Dr. Bernease Herman, Prof. Sarah Evans (Directed Research Group: Research Design for Games to Teach Data Ethics)  
○ Evaluate and develop game designs for ethics and diversity education in data science
- 05/2022–Present **Graduate Research Assistant**, *University of Washington*, Seattle, Washington  
Advised by Prof. Amy Zhang (Social Futures Lab)  
○ Survey user experience (UX) collaboration in practice and recommend tooling design from qualitative coding  
○ Build crowdsourced video annotation tooling and evaluate with usability studies

- 09/2021– **Graduate Research Assistant**, *University of Washington*, Seattle, Washington  
Present Advised by Dr. Elin Björling, Prof. Maya Cakmak (Project EMAR)
- Develop software-hardware integration for a social robot and an end-user programming platform for intervention and measurement of adolescent stress based on user research
  - Evaluate online social robot interactions for adolescent mental health interventions through mixed-methods analysis

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## Work Experience

- 08/2017– **Data Engineer**, *Facebook*, Menlo Park, California  
09/2021 *Artificial Intelligence Data Engineering*
- Partnered with Facebook AI Research to source and manage data for computer vision projects, platformize visual model-free data sampling methods for Instagram images, and visualize annotation progress in an interactive dashboard
  - Partnered with AI Data team to analyze and improve Facebook AI platforms with previously no data architecture
  - Implemented ETL data foundations, alerting capabilities, and data visualization dashboards to track reliability, performance, efficiency, and label quality across AI Data platforms
  - Designed and implemented frontend UI for internal customers to track and analyze machine learning dataset quality
- Ads Interfaces Data Engineering*
- Partnered with Product Experience Analytics to promote advertising product quality and advertiser experience
  - Created and maintained data ETL, central data pipelines, and data visualization dashboards for Ads org-wide goal metrics and internal Dogfooding Programs formerly with no goaling metrics or data visibility
  - Implemented an automated bot to post weekly metric movements internally to relevant stakeholders
  - Crafted and delivered presentations on query optimization and data visualization
- 04/2014– **Software Developer**, *Quorum Analytics*, Cambridge, Massachusetts  
08/2015
- Built an online legislative strategy platform performing big data analysis of the United States Congress
  - As a full stack developer, created interactive data visualizations and quantitative profiles of political data

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## Leadership and Teaching Experience

- 2021–Present **President**, *University of Washington HCDE Graduate Student Association*  
Organize and coordinate social and professional events for nearly 300 graduate students
- 2018–2019 **Data Engineer**, *Facebook*  
Lectured on data visualization and SQL query optimization within the data engineering organization
- 2017 **Teaching Fellow**, *Harvard University Data Science Course (CS109b)*  
Held teaching office hours and graded homework assignments
- 2016–2017 **Design Director of Staff Development, Software Engineer**, *The Harvard Crimson*  
Recruited designers for the school newspaper, lectured on design and web development skills, developed the newspaper's online website
- 2016–2017 **President**, *Harvard Chinese Music Ensemble*  
Coordinated rehearsals and community performances with 8 members, performed on the *erhu* (traditional Chinese violin)

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## Languages

- German 4 years at Fayetteville High School, 55 hours at Technische Universität Dortmund (Ruhr Fellowship)
- Mandarin Chinese 2 semesters at Harvard University

## Technical Skills

Programming	Python, C/C++, Java, OCaml, Hack/PHP
Web	HTML, CSS, Javascript, Django, PHP
Data Analytics	Python, SQL (MySQL, Hive/Spark, Presto), R
User Research	Interview, Survey, Usability Testing, Experimental Study Design, Design Prototyping (Figma, InDesign)