

Jingyi Li

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<http://jingyi.me>

ACADEMIC POSITIONS	Pomona College Assistant Professor of Computer Science	Jan 2024 –
EDUCATION	Stanford University Ph.D. in Computer Science <i>Advisors: Sean Follmer & Maneesh Agrawala</i>	Sep 2017 – Jun 2023
	Stanford University M.S. in Computer Science	Dec 2019
	University of California, Berkeley B.S. in Electrical Engineering & Computer Science <i>Certificates in Human-Centered Design & New Media</i> <i>Advisor: Björn Hartmann</i>	Aug 2013 – Dec 2016
	University of Cambridge	Summer Abroad 2014
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

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

- [1] Eric Rawn, **Jingyi Li**, Eric Paulos, Sarah Chasins. Understanding Version Control as Material Interaction with *Quickpose*. In *Proceedings of 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.

RESEARCH EXPERIENCE	Graduate Researcher, Shape Lab & Agrawala Group , Stanford, CA Topics: Accessible & tangible design tools, computational tools for artists <i>Advisors: Sean Follmer & Maneesh Agrawala</i>	Sep 2017 – Jun 2023
	Research Scientist Intern, Adobe Research , Virtual Topic: Automatically rigging accessories for 2D custom characters <i>Advisor: Wilmot Li</i>	Jun – Sep 2020
	Rotation Student, Bernstein Group , Stanford, CA Topic: Quantifying the homonormativity of fanfiction <i>Advisor: Michael Bernstein</i>	Mar – Jun 2018
	Visiting Scholar, INRIA (Université Paris-Sud) , Paris, France Topic: Sketch-based interfaces for data spreadsheets <i>Advisor: Wendy Mackay</i>	Jun – Jul 2017
	Undergraduate Researcher, Color of New Media , Berkeley, CA Topics: Online fandoms, internet piracy, #CancelColbert & Suey Park <i>Advisor: Abigail De Kosnik</i>	Feb – Dec 2016
	Undergraduate Researcher, Berkeley Institute of Design , Berkeley, CA Topics: Interactive systems for digital fabrication <i>Advisors: Björn Hartmann & Valkyrie Savage</i>	Jan 2015 – Dec 2016
TEACHING	STANFORD UNIVERSITY Instructor on record, CS 197: Computer Science Research Created a lecture on the social model of knowledge production and featured diverse researchers of the week. Changed to mastery based grading. <i>Mixed undergraduate level. 10 students, 1 TA.</i>	Spring 2022
	Teaching assistant, CS 197: Computer Science Research Mentored teams of diverse undergraduates on original HCI research projects and summer research scholars through weekly progress check-ins. <i>Mixed undergraduate level. Online, 20 students, 3 TAs, with instructor Lisa Yan.</i>	Spring 2021
	Teaching assistant, CS 247G: Design for Play Lead virtual studio critiques for a diverse range of student created games and gave an original lecture on accessible game design. <i>Upper division level. Online, 40 students, 3 TAs, with instructor Christina Wodtke.</i>	Fall 2020

UNIVERSITY OF CALIFORNIA, BERKELEY

Teaching assistant, CS 184: Computer Graphics Fall 2016

Taught graphics applications and algorithms. Developed novel section materials and guest lectured when professor was traveling.

Upper division level. 80 students, 3 TAs, with instructor James O'Brien.

Head teaching assistant, CS 160: User Interface Design & Development Spring 2016

Managed a team of 5 TAs and 2 readers to run the logistics of the course. Continued to lead sections and studio critiques.

Upper division level. 200 students, 5 TAs, with instructor Eric Paulos.

Teaching assistant, CS 160: User Interface Design & Development Fall 2015

Lead studio critiques, section, and developed novel course materials for Android Wear programming. Avg 4.8/5 teaching effectiveness.

200 students, 5 TAs, with instructor Eric Paulos.

MENTORSHIP

Undergraduate Research Assistants (weekly)

Carolann Dong '26, Alex Wong '25, Kerry Wong '24, UC Berkeley 2023

Data Science Discovery program

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 Mentees (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 2023 Local Arrangements Chair

ACM UIST 2022, 2023 Program Committee

ACM UIST 2020, 2021 Student Volunteer Co-Chair

ACM CHI 2021 Program Subcommittee Assistant

Session Chair

ACM UIST 2021, 2022

Departmental Service	2019 – 2021
Stanford CS PhD Admit Weekend Co-Chair	2019 – 2022
Stanford HCI Reading Group Organizer	2020
Stanford CS Student-Applicant Support Program Reader	2020
Richard Tapia Conference Recruiter for Stanford CS	2020
Stanford CS Peer Mentors: HCI Area Lead	2018 – 2019
Stanford HCI Lunch Coordinator and Speaker Organizer	

Reviewer

ACM CHI Papers*, ACM DIS Papers	2023
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
<i>*Recognition for outstanding reviews</i>	

Student Volunteer

ACM UIST 2019, IUI 2017, CHI 2016

OUTREACH & LEADERSHIP

Panelist, EDGE Program , Stanford, CA Offered academic advice to junior PhD students through a series of panels.	2019 – 2022
Teacher, Get Set Tri-Valley , Virtual Hosted 30 high school girls interested in STEM, with Shape Lab.	Jan 2021
Panelist, SMASH Rising Scholars , Virtual Discussed the experience of doing a PhD with 20 Black & Latinx undergrads.	Jul 2020
Demo, Exploratorium After Dark: Tactile , San Francisco, CA Ran public demo booths at the SF Exploratorium, with Shape Lab.	Jan 2020
Teacher, Stanford SPLASH , Stanford, CA Taught 20 low-income middle schoolers about design, with Shape Lab.	Nov 2019
Teacher, Stanford seeME , Stanford, CA Created instructional materials & taught 20 low-income middle schoolers about design, with Shape Lab.	Apr 2019
Panelist, CS160 Future Careers Panel , Berkeley, CA Discussed the experience of doing a PhD to 200 UC Berkeley undergrads.	Nov 2018
Panelist & Reviewer, SWE Grad School Spotlight , Stanford, CA Discussed the experience of doing a PhD to 40 female Stanford undergraduates & gave feedback on their SOPs.	Nov 2017
Makerspace Manager, Cloyne Court Cooperative , Berkeley, CA Directed the makerspace of a 140 student housing cooperative, organizing workshops & maintaining shop inventory.	Jan – Dec 2016
President, Berkeley Innovation , Berkeley, CA Supervised outreach, increasing club membership over 50%. Created “The Science of Sound” exhibit for the Santa Cruz Mobile Children’s Museum.	2014 – 2015
Treasurer, oSTEM UC Berkeley , Berkeley, CA Fundraised \$6k for queer STEM students to travel to national career advancement conferences.	2013– 2014

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.