

Jingyi Li

www.cs.stanford.edu/~jingyili
jingyili@cs.stanford.edu

EDUCATION	Stanford University Ph.D. in Computer Science <i>Advisors: Sean Follmer & Maneesh Agrawala</i>	Sep 2017 –
	Stanford University M.S. in Computer Science	Sep 2017 – 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
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 – Present
	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
	Visting 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>Advisor: Björn Hartmann, Mentor: Valkyrie Savage</i>	Jan 2015 – Dec 2016

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 Plenary
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 Accessibility) & 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 <i>Instructor on record</i>	Spring 2022
Revised lectures to discuss issues of diversity and equity in knowledge production. Managed end-to-end course. 20 students.	
CS 197: Computer Science Research, Stanford <i>PI: Lisa Yan</i>	Spring 2021
Mentored teams of diverse undergraduates on original HCI research projects and summer research scholars through weekly check-ins. 20 students, online.	
CS 247G: Intro to Game Design, Stanford <i>PI: Christina Wodtke</i>	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, online.	
CS 184: Computer Graphics, UC Berkeley <i>PI: James O'Brien</i>	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 <i>PI: Eric Paulos</i>	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

Alice Liu '25 , academic year mentee	2022
Katherine Wong '25 , academic year mentee	2022
Cinthya Jauregi '22 , academic year mentee	2022
Christina Wang '24 , academic year mentee	2022
Hillary Tran '24 , FWS 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 (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 Designed wireframes, user flows, and interactive prototypes for a deep learning data labeling tool.	Jan – May 2017
	Design Consultant, SumUp Analytics , Berkeley, CA Delivered low- and high-fidelity user interfaces and flows for a text analysis start-up with clients in sales and customer service.	Sep 2016 – Feb 2017
	Software Engineering Intern, Juji Inc. , Saratoga, CA Deployed organizational tools for recruiters. Authored a research paper testing a virtual agent's personality against perceived user trust.	Jun – Aug 2016
SERVICE	Conference Program & Organizing Committee	
	UIST 2022 Program Committee	2022
	UIST 2020 & 2021 Student Volunteer Co-Chair	2019 – 2021
	CHI 2021 Program Subcommittee Assistant	2021
	Stanford PhD Admit Weekend Co-Chair Stanford Computer Science	2019 – 2021
	Stanford HCI Reading Group Organizer Stanford Computer Science	2019 – 2022
	Stanford CS Peer Mentors: HCI Area Lead Stanford Computer Science	2020
	Stanford HCI Lunch Coordinator and Speaker Organizer Stanford HCI Lunch Seminar	2018 – 2019
	Reviewer	
	CHI Papers	
	SCF Papers, C&C Papers, SIGGRAPH Posters	
	CHI Papers*, DIS Papers, SIGGRAPH Papers, UIST Papers, IEEE Access Papers	2022
	CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work	2021
	<i>*Recognition for outstanding reviews</i>	2020
		2019
	Student Volunteer	
	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
	Reviewer, Student-Applicant Support Program , Virtual Gave feedback on PhD SOPs from applicants underrepresented in CS.	Nov 2020
	Recruiter, Richard Tapia Conference , Virtual Met 1:1 with URM undergrads interested in PhD programs.	Sep 2020
	Panelist, SMASH Rising Scholars , Virtual Discussed what it's like 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 what it's like doing a PhD to 200 UC Berkeley undergrads.	Nov 2018
	Panelist & Reviewer, SWE Grad School Spotlight , Stanford, CA Discussed what it's like 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.	Jan – May 2014