Jingyi Li

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EDUCATION

STANFORD UNIVERSITY — Sep 2017 – Present
Ph.D. in Computer Science (ongoing)
Advisors: Sean Follmer & Maneesh Agrawala

UNIVERSITY OF CALIFORNIA, BERKELEY — Aug 2013 – Dec 2016
B.S. in Electrical Engineering & Computer Science
Certificates in Human-Centered Design & New Media
Advisor: Björn Hartmann

UNIVERSITY OF CAMBRIDGE — Summer Abroad 2014

RESEARCH EXPERIENCE

GRADUATE RESEARCHER, Stanford University — Sep 2017 – Present
Advisor: Sean Follmer | *Stanford University Mechanical Engineering*
Advisor: Maneesh Agrawala | *Stanford University Computer Science*

RESEARCH SCIENTIST INTERN, Adobe Research — Jun – Sep 2020
Advisor: Wilmot Li | *Creative Intelligence Lab*

VISITING SCHOLAR, ex)situ — Jun – Jul 2017
Advisor: Wendy Mackay | *INRIA (Université Paris-Sud)*

UNDERGRADUATE RESEARCHER, Color of New Media — Feb – Dec 2016
Advisor: Abigail De Kosnik | *UC Berkeley Department of New Media*

UNDERGRADUATE RESEARCHER, Berkeley Institute of Design — Jan 2015 – Dec 2016
Advisor: Björn Hartmann, Mentor: Valkyrie Savage | *UC Berkeley EECS*

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

[1] **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*.

[2] **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*.

[3] 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).

[4] **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*.

[5] 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.*

NON-ARCHIVAL POSITION PAPERS

[1] **Jingyi Li**. Enactive Artefacts: The Craft of Cosplay. *Troubling Innovation Workshop, CHI 2019.*

[2] **Jingyi Li**, Daniel Lim, Valkyrie Savage, and Björn Hartmann. CNC Assemblage: Integrating Existing, Physical Objects into New, Digital Designs. *CrossFAB Workshop, CHI 2016.*

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] 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.

[2] Using Computer Science to Make Cool Stuff
TeenTechSF, Berkeley, CA, 2017.

[3] Gone Fishing: New Participatory Cultures In & Out of *Hannibal*
Society of Cinema & Media Studies Undergraduate Conference, Smith College, MA, 2015.

FELLOWSHIPS & AWARDS

Stanford Computer Science Student Service Award — 2019

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

TEACHING EXPERIENCE

CS 184: Computer Graphics | *Professor: James O'Brien* — 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 | *Professor: Eric Paulos* — 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

Eric Rawn, Stanford CS Undergraduate — Apr 2019 – Present

WORK EXPERIENCE

UI & UX Design Intern, NVIDIA — Jan – May 2017
Designed wireframes, user flows, and interactive prototypes for a deep learning data labeling tool.

Software Engineering Intern, Juji Inc. — Jun – Aug 2016
Deployed organizational tools for recruiters. Authored a research paper testing the effcts of a virtual agent's personality against perceived user trust.

SERVICE

Student Volunteer Co-Chair
UIST 2020

PhD Admit Weekend Co-Chair Jan 2019 – Present
Stanford Computer Science

HCI Reading Group Organizer Sep 2019 – Present
Stanford Computer Science

Coordinator and Speaker Organizer Sep 2018 – Sep 2019
Stanford HCI Lunch Seminar

Reviewer
CHI Papers, DIS Papers, SIGGRAPH Papers, IEEE Access Papers 2020
CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work 2019

Student Volunteer
UIST 2019, IUI 2017, CHI 2016

Public Outreach
Exploratorium After Dark: Tactile | Public Demo Jan 2020
Stanford SPLASH | Teaching underserved middle school students design Nov 2019
Stanford seeME | Teaching underserved middle school students design Apr 2019