

Jingyi Li

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| EDUCATION | Stanford University Ph.D. in Computer Science <i>GPA: 4.0</i> <i>Advisors: Sean Follmer & Maneesh Agrawala</i> | Sep 2017 – |
| | Stanford University M.S. in Computer Science <i>GPA: 4.0</i> | Sep 2017 – Dec 2019 |
| | University of California, Berkeley B.S. in Electrical Engineering & Computer Science <i>GPA: 3.67</i> <i>Certificates in Human-Centered Design & New Media</i> <i>Advisor: Björn Hartmann</i> | Aug 2013 – Dec 2016 |
| | University of Cambridge <i>GPA: 4.0</i> | 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**, Sonia Hashim, Jennifer Jacobs. What We Can Learn from Visual Artists about Software Development. In *Proceedings of ACM CHI 2021*.
- [2] **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*.

- [3] **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*.
- [4] 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).
- [5] **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*.
- [6] 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**. 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*.

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.

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| FELLOWSHIPS & AWARDS | Stanford Computer Science Student Service Award | 2020, 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 |

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| TEACHING | CS 197: Computer Science Research, Stanford PI: Lisa Yan Mentored teams of undergraduates on original HCI research projects and summer research scholars through weekly check-ins. 20 students. | Spring 2021 |
| | CS 247G: Intro to Game Design, Stanford PI: Christina Wodtke Lead virtual studio critiques for a diverse range of games and developed lecture materials; gave original lecture on accessible game design. 40 students. | Fall 2020 |
| | CS 184: Computer Graphics, UC Berkeley PI: James O'Brien Taught graphics applications and algorithms. Developed novel section materials and guest lectured when professor was traveling. 80 students. | Fall 2016 |

Reviewer

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| C&C Papers | 2021 |
| CHI Papers*, DIS Papers, SIGGRAPH Papers, UIST Papers, IEEE Access Papers | 2020 |
| CHI Papers, SIGGRAPH ASIA Papers, C&C Late-Breaking Work | 2019 |
| <i>*Recognition for outstanding reviews</i> | |

Student Volunteer

UIST 2019, IUI 2017, CHI 2016

MENTORSHIP

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| Julia Chin , CURIS undergraduate | 2021 |
| Nicole Woo , CURIS undergraduate | 2021 |
| Shana Hadi , CS peer mentors | 2020 – 2021 |
| Hans Hanley , EDGE mentee | 2020 – 2021 |
| Michael Wornow , EDGE mentee | 2020 – 2021 |
| Crystal Nattoo , EDGE mentee | 2019 – 2021 |
| Eric Rawn , Stanford CS undergraduate (future Berkeley CS PhD) | 2019 – 2021 |

OUTREACH & LEADERSHIP

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| Panelist, EDGE Program , Stanford, CA Offered advice on the PhD to junior PhD students about through a series of panels. | 2019 – 2021 |
| 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

2014 – 2015

Supervised outreach, increasing club membership over 50%. Created “The Science of Sound” exhibit for the Santa Cruz Mobile Children’s Museum.

Treasurer, **oSTEM**, UC Berkeley, Berkeley, CA

Jan – May 2014

Fundraised \$6k for queer STEM students to travel to national career advancement conferences.