Jingyi Li

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http://jingyi.me

EDUCATION

Stanford University — Sep 2017 – Jun 2023
Ph.D. in Computer Science
Advisors: Sean Follmer & Maneesh Agrawala

Stanford University — Dec 2019
M.S. in Computer Science

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, **Shape Lab & Agrawala Group**, Stanford, CA — Sep 2017 – Present
Topics: Accessible & tangible design tools, computational tools for artists
Advisors: Sean Follmer & Maneesh Agrawala

Research Scientist Intern, **Adobe Research**, Virtual — Jun – Sep 2020
Topic: Automatically rigging accessories for 2D custom characters
Advisor: Wilmot Li

Rotation Student, **Bernstein Group**, Stanford, CA — Mar – Jun 2018
Topic: Quantifying the homonormativity of fanfiction
Advisor: Michael Bernstein

Visiting Scholar, **INRIA (Université Paris-Sud)**, Paris, France — Jun – Jul 2017
Topic: Sketch-based interfaces for data spreadsheets
Advisor: Wendy Mackay

Undergraduate Researcher, **Color of New Media**, Berkeley, CA — Feb – Dec 2016
Topics: Online fandoms, internet piracy, #CancelColbert & Suey Park
Advisor: Abigail De Kosnik

Undergraduate Researcher, **Berkeley Institute of Design**, Berkeley, CA — Jan 2015 – Dec 2016
Topics: Interactive systems for digital fabrication
Advisors: Björn Hartmann & Valkyrie Savage

PUBLICATIONS

PEER-REVIEWED CONFERENCE AND JOURNAL ARTICLES

[1] Eric Rawn, **Jingyi Li**, Eric Paulos, Sarah Chasins. Understanding Version Control as Material Interaction with *Quickpose*. *Under review 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.

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

TEACHING

STANFORD UNIVERSITY

Instructor on record, CS 197: Computer Science Research Spring 2022
Created a lecture on the social model of knowledge production and featured diverse researchers of the week. Changed to mastery based grading.
Mixed undergraduate level. 10 students, 1 TA.

Teaching assistant, CS 197: Computer Science Research Spring 2021
Mentored teams of diverse undergraduates on original HCI research projects and summer research scholars through weekly progress check-ins.
Mixed undergraduate level. Online, 20 students, 3 TAs, with instructor Lisa Yan.

Teaching assistant, CS 247G: Design for Play Fall 2020
Lead virtual studio critiques for a diverse range of student created games and gave an original lecture on accessible game design.
Upper division level. Online, 40 students, 3 TAs, with instructor Christina Wodtke.

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)

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 Program Committee
ACM UIST 2020, 2021 Student Volunteer Co-Chair
ACM CHI 2021 Program Subcommittee Assistant

Session Chair

ACM UIST 2021, 2022

Departmental Service

Stanford CS PhD Admit Weekend Co-Chair	2019 – 2021
Stanford HCI Reading Group Organizer	2019 – 2022

Stanford CS Student-Applicant Support Program Reader 2020

Richard Tapia Conference Recruiter for Stanford CS 2020

Stanford CS Peer Mentors: HCI Area Lead 2020

Stanford HCI Lunch Coordinator and Speaker Organizer 2018 – 2019

Reviewer

ACM CHI 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

**Recognition for outstanding reviews*

Student Volunteer

ACM UIST 2019, IUI 2017, CHI 2016

OUTREACH & LEADERSHIP

Panelist, **EDGE Program**, Stanford, CA 2019 – 2022
Offered academic advice to junior PhD students through a series of panels.

Teacher, **Get Set Tri-Valley**, Virtual Jan 2021
Hosted 30 high school girls interested in STEM, with Shape Lab.

Panelist, **SMASH Rising Scholars**, Virtual Jul 2020
Discussed the experience of doing a PhD with 20 Black & Latinx undergrads.

Demo, **Exploratorium After Dark: Tactile**, San Francisco, CA Jan 2020
Ran public demo booths at the SF Exploratorium, with Shape Lab.

Teacher, **Stanford SPLASH**, Stanford, CA Nov 2019
Taught 20 low-income middle schoolers about design, with Shape Lab.

Teacher, **Stanford seeME**, Stanford, CA Apr 2019
Created instructional materials & taught 20 low-income middle schoolers about design, with Shape Lab.

Panelist, **CS160 Future Careers Panel**, Berkeley, CA Nov 2018
Discussed the experience of doing a PhD to 200 UC Berkeley undergrads.

Panelist & Reviewer, **SWE Grad School Spotlight**, Stanford, CA Nov 2017
Discussed the experience of doing a PhD to 40 female Stanford undergraduates & gave feedback on their SOPs.

Makerspace Manager, **Cloyne Court Cooperative**, Berkeley, CA Jan – Dec 2016
Directed the makerspace of a 140 student housing cooperative, organizing workshops & maintaining shop inventory.

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 2013– 2014
Fundraised $6k for queer STEM students to travel to national career advancement conferences.

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.