

# Anhong Guo Curriculum Vitæ

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## Academic Positions

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- 01/2021 – **University of Michigan, Ann Arbor**  
Incoming Assistant Professor, Computer Science and Engineering (EECS)
- 09/2020 – **Carnegie Mellon University**  
12/2020 Postdoctoral Fellow, Human-Computer Interaction Institute, School of Computer Science

## Education

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- 08/2014 – **Carnegie Mellon University**  
08/2020 Ph.D. in Human-Computer Interaction  
M.S. in Human-Computer Interaction  
Human-Computer Interaction Institute, School of Computer Science  
Thesis: Human-AI Systems for Visual Information Access  
Advisor: Jeffrey P. Bigham; Committee: Chris Harrison, Jodi Forlizzi, and Meredith Ringel Morris
- 08/2012 – **Georgia Institute of Technology**  
05/2014 M.S. in Human-Computer Interaction  
School of Interactive Computing  
Thesis: BeyondTouch: Extending the Input Language with Built-in Sensors on Commodity Smartphones  
Advisor: Gregory Abowd
- 09/2008 – **Beijing University of Posts and Telecommunications (BUPT)**  
06/2012 B.Eng. in Electronic Information Engineering  
School of Information and Communication Engineering

## Awards and Honors



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- 2020 **ASSETS 2020 Best Paper Nominee [C.21]**
- 2019 **ASSETS 2019 Best Artifact Award [C.17]**
- 2018 **CMU Swartz Innovation Fellowship**
- 2018 **McGinnis Venture Capital Award**
- 2017 **Snap Inc. Research Fellowship**
- 2017 **W4A 2017 Paciello Group Accessibility Challenge Delegates Award [A.5]**
- 2016 **Qualcomm Innovation Fellowship Finalist**
- 2016 **MobileHCI 2016 Best Paper Honorable Mention [C.8]**
- 2014 **ISWC 2014 Best Paper Honorable Mention [C.1]**

## Peer-Reviewed Conference and Journal Papers

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- [C.22] Jaylin Herskovitz, Jason Wu, Samuel White, Amy Pavel, Gabriel Reyes, **Anhong Guo**, Jeffrey P. Bigham. Making Mobile Augmented Reality Applications Accessible. In *Proceedings of the 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2020)*. Virtual Event, Greece. 2020. [Acceptance Rate: 28%]

- [C.21]  Shaun Kane, **Anhong Guo**, Meredith Ringel Morris. Sense and Accessibility: Understanding People with Physical Disabilities' Experiences with Sensing Systems. In *Proceedings of the 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2020)*. Virtual Event, Greece. 2020. [Acceptance Rate: 28%]  
**Best Paper Nominee**
- [C.20] Cole Gleason, Stephanie Valencia, Lynn Kirabo, Jason Wu, **Anhong Guo**, Elizabeth Jeanne Carter, Jeffrey P. Bigham, Cynthia L. Bennett, Amy Pavel. Disability and the COVID-19 Pandemic: Using Social Media to Understand Accessibility during Rapid Societal Transition. In *Proceedings of the 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2020)*. Virtual Event, Greece. 2020. [Acceptance Rate: 28%]
- [C.19] **Anhong Guo**, Junhan Kong, Michael Rivera, Frank F. Xu, Jeffrey P. Bigham. StateLens: A Reverse Engineering Solution for Making Existing Dynamic Touchscreens Accessible. In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software & Technology (UIST 2019)*. New Orleans, LA. 2019. [Acceptance Rate: 24.4%]
- [C.18] **Anhong Guo**, Ilter Canberk, Hannah Murphy, Andrés Monroy-Hernández, Rajan Vaish. Blocks: Collaborative and Persistent Augmented Reality Experiences. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp 2019)* 3.3: 83. London, United Kingdom. 2019.
- [C.17]  Sujeath Pareddy, **Anhong Guo**, Jeffrey P. Bigham. X-Ray: Screenshot Accessibility via Embedded Metadata. In *Proceedings of the 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2019)*. Pittsburgh, PA. 2019. [Acceptance Rate: 26%]  
**Best Artifact Award**
- [C.16] Danna Gurari, Qing Li, Chi Lin, Yinan Zhao, **Anhong Guo**, Abigale Stangl, Jeffrey P. Bigham. VizWiz-Priv: A Dataset for Recognizing the Presence and Purpose of Private Visual Information in Images Taken by Blind People. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR 2019)*. Long Beach, CA. 2019. [Acceptance Rate: 25.2%]
- [C.15] Runchang Kang, **Anhong Guo**, Gierad Laput, Yang Li, Xiang 'Anthony' Chen. Minuet: Multimodal Interaction with an Internet of Things. In *Proceedings of the Symposium on Spatial User Interaction (SUI 2019)*. New Orleans, LA. 2019.
- [C.14] **Anhong Guo**, Anuraag Jain, Shomiron Ghose, Gierad Laput, Chris Harrison, Jeffrey P. Bigham. Crowd-AI Camera Sensing in the Real World. *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (UbiComp 2018)* 2.3: 111. Singapore. 2018.
- [C.13] **Anhong Guo**, Saige McVea, Xu Wang, Patrick Clary, Ken Goldman, Yang Li, Yu Zhong, Jeffrey Bigham. Investigating Cursor-based Interactions to Support Non-Visual Exploration in the Real World. In *Proceedings of the 20th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS 2018)*. Galway, Ireland. 2018. [Acceptance Rate: 26%]
- [C.12]  Danna Gurari, Qing Li, Abigale Stangl, **Anhong Guo**, Chi Lin, Kristen Grauman, Jiebo Luo, Jeffrey P. Bigham. VizWiz Grand Challenge: Answering Visual Questions from Blind People. In *Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR 2018)*. Salt Lake City, Utah. 2018. [Acceptance Rate: 29%]  
**Spotlight Presentation (Top 9% of 3309 submissions)**
- [C.11] **Anhong Guo**, Jeeun Kim, Xiang 'Anthony' Chen, Tom Yeh, Scott Hudson, Jennifer Mankoff, Jeffrey P. Bigham. Facade: Auto-generating Tactile Interfaces to Appliances. In *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2017)*. Denver, CO. 2017. [Acceptance Rate: 25%]
- [C.10] Jeeun Kim, **Anhong Guo**, Tom Yeh, Scott Hudson, Jennifer Mankoff. Understanding Uncertainty in Measurement and Accommodating its Impact in 3D Modeling and Printing. In *Proceedings of the 2017 ACM Conference on Designing Interactive Systems (DIS 2017)*. Edinburgh, United Kingdom. 2017. [Acceptance Rate: 22%]
- [C.9] **Anhong Guo**, Xiang 'Anthony' Chen, Haoran Qi, Samuel White, Suman Ghosh, Chieko Asakawa, Jeffrey P. Bigham. VizLens: A Robust and Interactive Screen Reader for Interfaces in the Real World. In *Proceedings of the 29th Annual ACM Symposium on User Interface Software & Technology (UIST 2016)*. Tokyo, Japan. 2016. [Acceptance Rate: 20.6%]

- [C.8]  **Anhong Guo**, Tim Paek. Exploring Tilt for No-Touch, Wrist-Only Interactions on Smartwatches. In *Proceedings of the 14th international conference on Human-computer interaction with mobile devices and services (MobileHCI 2016)*. Florence, Italy. 2016. [Acceptance Rate: 24%]  
**Best Paper Honorable Mention**
- [C.7] Michael Nebeling, Alexandra To, **Anhong Guo**, Adrian de Freitas, Jaime Teevan, Steven Dow, Jeffrey P. Bigham. WearWrite: Crowd-Assisted Writing from Smartwatches. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems (CHI 2016)*. San Jose, CA. 2016. [Acceptance Rate: 23.4%]
- [C.6] Xiaolong Wu, Malcolm Haynes, **Anhong Guo**, Thad Starner. A Comparison of Order Picking Methods Augmented with Weight Checking Error Detection. In *Proceedings of the 2016 ACM International Symposium on Wearable Computers (ISWC 2016)*. Heidelberg, Germany. 2016. [Acceptance Rate: 19%]
- [C.5] Cheng Zhang, **Anhong Guo**, Dingtian Zhang, Yang Li, Caleb Southern, Rosa Arriaga, Gregory Abowd. Beyond the Touchscreen: An Exploration of Extending Interactions on Commodity Smartphones. *ACM Transactions on Interactive Intelligent Systems (TiiS)*. 6.2 (2016).
- [C.4] **Anhong Guo**, Robert Xiao, Chris Harrison. CapAuth: Identifying and Differentiating User Handprints on Commodity Capacitive Touchscreens. In *Proceedings of the 10th ACM International Conference on Interactive Tabletops and Surfaces (ITS 2015)*. Madeira, Portugal. 2015. [Acceptance Rate: 24%]
- [C.3] Cheng Zhang, **Anhong Guo**, Dingtian Zhang, Caleb Southern, Rosa Arriaga, Gregory Abowd. Beyond-Touch: Extending the Input Language with Built-in Sensors on Commodity Smartphones. In *Proceedings of the 20th International Conference on Intelligent User Interfaces (IUI 2015)*. Atlanta, GA. 2015. [Acceptance Rate: 23%]
- [C.2] Xiaolong Wu, Malcolm Haynes, Yixin Zhang, Ziyi Jiang, Zhengyang Shen, **Anhong Guo**, Thad Starner, Scott Gilliland. Comparing Order Picking Assisted by Head-up Display Versus Pick-by-light with Explicit Pick Confirmation. In *Proceedings of the 2015 ACM International Symposium on Wearable Computers (ISWC 2015)*. Osaka, Japan. 2015. [Acceptance Rate: 25%]
- [C.1]  **Anhong Guo**, Shashank Raghu, Xuwen Xie, Saad Ismail, Xiaohui Luo, Joseph Simoneau, Scott Gilliland, Hannes Baumann, Caleb Southern, Thad Starner. A Comparison of Order Picking Assisted by Head-up Display (HUD), Cart-mounted Display (CMD), Light, and Paper Pick List. In *Proceedings of the 2014 ACM International Symposium on Wearable Computers (ISWC 2014)*. Seattle, WA. 2014. [Acceptance Rate: 25%]  
**Best Paper Honorable Mention**

## Posters, Demos, Works in Progress, and Extended Abstracts

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- [A.6] Junhan Kong, **Anhong Guo**, Jeffrey P. Bigham. Supporting Older Adults in Using Complex User Interfaces with Augmented Reality. In *Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS Demo 2019)*. Pittsburgh, PA. 2019.
- [A.5]  **Anhong Guo**, Jeffrey P. Bigham. Making Real-World Interfaces Accessible Through Crowdsourcing, Computer Vision, and Fabrication. In *Proceedings of the 14th Web for All Conference (W4A 2017)*. Perth, Australia. 2016.  
**TPG Web Accessibility Challenge Delegates Award**
- [A.4] **Anhong Guo**, Jeeun Kim, Xiang ‘Anthony’ Chen, Tom Yeh, Scott Hudson, Jennifer Mankoff, Jeffrey P. Bigham. Facade: Auto-generating Tactile Interfaces to Appliances. In *Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS Poster 2016)*. Reno, NV. 2016.
- [A.3] Cole Gleason, **Anhong Guo**, Gierad Laput, Kris Kitani, Jeffrey P. Bigham. VizMap: Accessible Visual Information Through Crowdsourced Map Reconstruction. In *Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS Poster 2016)*. Reno, NV. 2016.
- [A.2] Michael Nebeling, **Anhong Guo**, Alexandra To, Steven Dow, Jaime Teevan, Jeffrey P. Bigham. WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables. In *Proceedings of the Symposium on User Interface Software and Technology (UIST Demo 2015)*. Charlotte, NC. Seoul, Korea. 2015.
- [A.1] **Anhong Guo**, Xiang ‘Anthony’ Chen, Jeffrey P. Bigham. ApplianceReader: A Wearable, Crowdsourced, Vision-based System to Make Appliances Accessible. In *Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (CHI WIP 2015)*. Seoul, Korea. 2015.

## Magazine Articles

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- [M.2] **Anhong Guo**, Jeffrey P. Bigham. Making Everyday Interfaces Accessible: Tactile Overlays by and for Blind People. *IEEE Pervasive Computing* 17.2 (2018).
- [M.1] **Anhong Guo**, Xiaolong Wu, Zhengyang Shen, Thad Starner, Hannes Baumann, Scott Gilliland. Order picking with head-up displays. *IEEE Computer* 6 (2015).

## Workshop, Symposia, and Consortia Papers

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- [W.9] **Anhong Guo**, Ece Kamar, Jennifer Wortman Vaughan, Hanna Wallach, Meredith Ringel Morris. Toward Fairness in AI for People with Disabilities: A Research Roadmap. In *ACM ASSETS 2019 Workshop on AI Fairness for People with Disabilities (ASSETS 2019 AI Fairness Workshop)*. Pittsburgh, PA. 2019.
- [W.8] Danna Gurari, Qing Li, Chi Lin, Yinan Zhao, **Anhong Guo**, Abigale Stangl, Jeffrey P. Bigham. VizWiz-Priv: A Dataset for Recognizing the Presence and Purpose of Private Visual Information in Images Taken by Blind People. *Workshop on Fairness Accountability Transparency and Ethics in Computer Vision at CVPR 2019 (FATE-CV 2019 Workshop)*. Long Beach, CA. 2019.
- [W.7] Danna Gurari, Qing Li, Chi Lin, Yinan Zhao, **Anhong Guo**, Abigale Stangl, Jeffrey P. Bigham. VizWiz-Priv: A Dataset for Recognizing the Presence and Purpose of Private Visual Information in Images Taken by Blind People. *Workshop on language and vision at CVPR 2019 (Language and Vision 2019 Workshop)*. Long Beach, CA. 2019.
- [W.6] Danna Gurari, Qing Li, Chi Lin, Yinan Zhao, **Anhong Guo**, Abigale Stangl, Jeffrey P. Bigham. VizWiz-Priv: A Dataset for Recognizing the Presence and Purpose of Private Visual Information in Images Taken by Blind People. *The Bright and Dark Sides of Computer Vision: Challenges and Opportunities for Privacy and Security (CV-COPS 2019 Workshop)*. Long Beach, CA. 2019.
- [W.5] Danna Gurari, Qing Li, Abigale Stangl, **Anhong Guo**, Chi Lin, Kristen Grauman, Jiebo Luo, Jeffrey P. Bigham. VizWiz Grand Challenge: Answering Visual Questions from Blind People. In *VQA Challenge and Visual Dialog Workshop at CVPR 2018 (VQA 2019 Workshop)*. Salt Lake City, Utah. 2018.
- [W.4] **Anhong Guo**. Crowd-AI Systems for Non-Visual Information Access in the Real World. In *The 31st Annual ACM Symposium on User Interface Software and Technology Adjunct Proceedings (UIST 2018 Adjunct Doctoral Symposium)*. Berlin, Germany. 2018.
- [W.3] **Anhong Guo**. Crowd-AI Systems for Non-Visual Information Access in the Real World. In *Proceedings of the 2018 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI 2018 Doctoral Consortium)*. Montréal, Canada. 2018.
- [W.2] Saiganesh Swaminathan, Ting-Hao K. Huang, Irene Lin, **Anhong Guo**, Gierad Laput, and Jeffrey P. Bigham. Epistemo: A Crowd-Powered Conversational Search Interface. In the Talking with Conversational Agents in Collaborative Action Workshop at the *20th ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2017 Workshop)*. Portland, OR. 2017.
- [W.1] Jeffrey P. Bigham, Erin L. Brady, Cole Gleason, **Anhong Guo**, David A. Shamma. An Uninteresting Tour Through Why Our Research Papers Aren't Accessible. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (alt.chi 2016)*. San Jose, CA. 2016.

## Dissertation

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- [D.1] **Anhong Guo**. Human-AI Systems for Visual Information Access. Ph.D. Dissertation. Human-Computer Interaction Institute, School of Computer Science, Carnegie Mellon University. Pittsburgh, PA. 2020.

## Patents

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- [P.1] **Anhong Guo**, Junhan Kong, Michael Rivera, Frank F. Xu, Jeffrey P. Bigham. StateLens: A Reverse Engineering Solution for Making Existing Dynamic Touchscreens Accessible. U.S. Provisional Patent Application 19/207, filed June 6, 2019.

## Other Publications

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- [O.1] Michael Nebeling, **Anhong Guo**, Kyle Murray, Annika Tostengard, Angelos Giannopoulos, Martin Mihajlov, Steven Dow, Jaime Teevan, Jeffrey P. Bigham. WearWrite: Orchestrating the Crowd to Complete Complex Tasks from Wearables (We Wrote This Paper on a Watch). *arXiv preprint arXiv:1508.02982 (Computer Science > Human-Computer Interaction)*.

## Professional Experience

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- 05/2019 – **Microsoft Research, Redmond**  
12/2019 Research Intern in the Ability Group with Meredith Ringel Morris  
Collaborated with Ece Kamar, Jennifer Wortman Vaughan, and Hanna Wallach  
Investigated fairness issues of AI systems for people with disabilities [W.9]  
Investigated people with physical disabilities' experiences with sensing systems [C.21]  
Investigated challenges and tradeoffs in evaluating face recognition systems for fairness
- 2017 – 2018 **Zensors Inc.**  
Founding Member of startup to unleash visual sensing and turn video data into business insights [C.14]
- 05/2018 – **Snap Research, Venice**  
12/2018 Research Intern in the HCI Group with Rajan Vaish and Andrés Monroy-Hernández  
Developed Blocks: collaborative and persistent augmented reality experiences [C.18]
- 05/2017 – **Google Research, Mountain View**  
08/2017 Research Intern in the Accessibility Engineering Team with Yu Zhong and Yang Li  
Developed cursor-based interactions to support non-visual exploration [C.13]
- 05/2015 – **Microsoft Research, Redmond**  
08/2015 Research Intern in the Intelligent User Experience Group with Tim Paek  
Developed tilt-based techniques for no-touch, wrist-only interactions on smartwatches [C.8]
- 05/2013 – **SAP America, Atlanta**  
07/2013 UX Designer and Developer Intern in the Mobile Innovation Center with Jonathan Zufi and Jeff Collier  
Designed and developed a highly sophisticated, strategic and critical concept application for Costco's consumers, which involved advanced graphics, cloud integration, and offline requirements  
Re-branded apps for Delta, FedEx, Lowe's, Kimberly Clark, etc. by modifying design and code, using the Apple app build system with Perforce, Git and Maven
- 07/2011 – **Qihoo 360, Beijing**  
09/2011 Product Manager Intern in the Mobile Internet Division with Sean Ma and Howard Hu  
Designed an automatic response system to collect feedback and offer customer service by employing natural language processing and knowledge database establishment technologies  
Conducted competitive analysis and feedback analysis to optimize UI and text of the Instant Messaging Product KouXin

## Funding

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- 2019 **ASSETS 2019 Best Artifact Award for project X-Ray, \$1K**
- 2018, 2019 **NSF I-Corps @CMU Program for VizLens and Zensors, \$5K**
- 2018 **CMU Swartz Innovation Fellowship, \$50K**
- 2018 **McGinnis Venture Capital Award, \$25K**
- 2018 **CHI and UIST 2018 Doctoral Consortium Travel Grants, \$4K**

- 2017 **Snap Inc. Research Fellowship, \$10K**
- 2017 **ACM SIGACCESS Student Scholar Travel Grant for Turing Award 50 Event, \$2K**
- 2016 **Semifinalist in Hackaday Prize, Assistive Technology for project Facade, \$1K**
- 2014 **Ubicomp/ISWC 2014 Student Travel Grant, \$.5K**
- 2013 **Georgia Tech GVU International Student Travel Grant, \$.5K**

## Selected Press Coverage

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- 12/2019 **El País Economía.** “Ethics – Decisions based on artificial intelligence do not know (or do not want to) address disability.”
- 04/2019 **IEEE Computer Society.** “How the Blind Point a Smartphone at Everyday Control Panels—and Hear Prompts on Which of Those Microwave Buttons to Push. They Can Even Order Up Braille Labels.”
- 09/2018 **CMU HCII News.** “Three from HCII named 2018-19 Innovation Fellows”
- 03/2018 **Pittsburgh Business Times.** “AI startup wins McGinnis Venture Competition”
- 02/2018 **MIT Tech Review.** “A new data trove could teach computers to tell blind people what they need”
- 02/2018 **PittsburghPA.gov.** “City Announces Third Cohort of PGH Lab Startup Program”
- 02/2018 **GeekWire.** “These 8 Pittsburgh-area startups make up the city-backed PGH Lab incubator”
- 02/2018 **TribLIVE.** “PGH Lab announces third cohort of startup partnerships”
- 05/2017 **CMU HCII News.** “3D Printing Project, Façade, presented this week at CHI”
- 02/2017 **Perkins School for the blind eLEARNING.** “VizLens: iOS Appliance App”
- 02/2017 **VisionAware.** “Making Touch Controls Accessible”
- 01/2017 **Cool Blind Tech.** “VizLens Helps The Blind Operate Appliances With Digital Screens And Unlabeled Physical Buttons”
- 01/2017 **American Foundation for the Blind.** “VizLens and HALOS: Making Touchscreen Appliances and Other Devices More Blind Friendly”
- 01/2017 **MSWorld.** “Microwave Keypad App and Keypad for the Blind and Visual Difficulties”
- 10/2016 **E-Access Bulletin Live.** “Hacking for good: the Hackaday Assistive Technology Prize winners in their own words”
- 10/2016 **CMU HCII News.** “VizLens – An Interactive Smartphone App for the Blind”
- 09/2016 **CMU HCII News.** “Guo Receives Honorable Mention at MobileHCI 2016”
- 12/2013 **WABE 90.1FM.** “Cycling in Atlanta Is Gaining Momentum”
- 05/2013 **The Chattanooga.com.** “Georgia Highway Safety Officials, Bicycle Advocates Call For Safer Cycling Year In 2013”
- 05/2013 **Georgia Tech News.** “Making Atlanta a Better Place to Ride”
- 05/2013 **Channel 2’s People 2 People.** “Cycle Atlanta App”
- 12/2012 **Georgia Tech News.** “There’s an app for that. Tackling Atlanta’s Transit Conundrum”
- 12/2012 **Phys.org.** “Cycling app that tracks riders’ routes to assist city of Atlanta”
- 12/2012 **Creative Loafing.** “City, Georgia Tech roll out CycleAtlanta bicycling app”
- 12/2012 **Georgia Tech News.** “Georgia Tech Cycling App to Assist City of Atlanta”

## Teaching

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*Winter 2021* **Instructor – EECS 493 User Interface Development**  
Electrical Engineering and Computer Science, University of Michigan

Teaching Assistant

*Fall 2018* **Co-Instructor – Weekly Recitation of HCII 05610: User Centered Research & Evaluation**  
School of Computer Science, Carnegie Mellon University  
Instructor rating: 4.6/5.0

*Spring 2018* **Teaching Assistant – HCII 05899: Accessibility Project Course**  
School of Computer Science, Carnegie Mellon University

*Spring 2017* **Teaching Assistant – HCII 05391: Designing Human-Centered Systems**  
School of Computer Science, Carnegie Mellon University

*Spring 2016* **Teaching Assistant – HCII 05899: Crowd Programming**  
School of Computer Science, Carnegie Mellon University

## Invited Talks and Presentations

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*11/2020* **Toward Fairness in AI for People with Disabilities**  
Introduction to Accessibility Course, University of Michigan (Host: Robin Brewer)

*10/2020* **Human-AI Systems for Visual Information Access**  
Invited Talk, Michigan AI Symposium

*08/2020* **Human-AI Systems for Visual Information Access**  
Guest Lecture, Mercari R4D (Host: Bektur Ryskeldiev)

*Spring 2020* **Human-AI Systems for Visual Information Access**  
University of Illinois at Urbana-Champaign, Department of Computer Science  
University of Wisconsin-Madison, Department of Computer Sciences  
Microsoft Research, Ability Group  
University of Michigan, Computer Science and Engineering  
University of Virginia, Department of Computer Science  
Massachusetts Institute of Technology, Department of Electrical Engineering and Computer Science  
University of Pittsburgh, School of Computing and Information  
University of Rochester, Department of Computer Science  
University of Toronto, Department of Computer Science  
Simon Fraser University, School of Computing Science  
Purdue University, Department of Computer Science

*04/2020* **Human-AI Systems for Visual Information Access**  
Crowdsourcing & Crowd-AI Systems Course, Pennsylvania State University (Host: Kenneth Huang)

*03/2020* **Human-AI Systems to Make Physical Interfaces Accessible**  
Harvard Center for Research on Computation and Society (CRCS) Workshop on AI for Social Impact

*11/2019* **Human-AI Systems for Visual Information Access**  
Human Factors Course, Carnegie Mellon University (Host: Laura Dabbish)

*11/2019* **Human-AI Systems for Visual Information Access**  
Robots Perceiving and Doing (R-PAD) Seminar, Carnegie Mellon University (Host: David Held)

*10/2019* **Human-AI Systems for Visual Information Access**  
Guest Lecture, Texas A&M University (Host: Jeeun Kim)

*07/2019* **Fairness in AI for People with Disabilities**  
HCI Lunch Talk Series, Microsoft Research Redmond

*07/2019* **Human-AI Systems for Visual Information Access**  
DUB Seminar, University of Washington (Host: Leah Findlater, Richard Ladner)

- 04/2019 **Crowd-AI Systems for Making Physical Interfaces Accessible**  
Edge Computing Seminar, Carnegie Mellon University (Host: Mahadev Satyanarayanan)
- 03/2019 **Crowd-AI Systems for Accessing Visual Information in the Real World**  
HCI Group, University of California, Los Angeles (Host: Xiang 'Anthony' Chen)
- 04/2018 **Crowd-AI Systems for Accessing Visual Information in the Real World**  
Computational Ethics for NLP, Carnegie Mellon University (Host: Yulia Tsvetkov and Alan W. Black)
- 06/2017 **Making Real-World Interfaces Accessible Through Crowdsourcing, Vision, and Fabrication**  
Invited Talk, Google Accessibility Engineering (Host: Yu Zhong and Ken Goldman)
- 07/2015 **Exploring Tilt for No-Touch, Wrist-Only Interactions on Smartwatches**  
HCI Lunch Talk Series, Microsoft Research Redmond

## Advising and Mentoring

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- 2020 – **Cheuk Yin Phipson Lee**  
Master's student at Carnegie Mellon University
- 2020 – **Jaewook Lee**  
Undergraduate student at the University of Illinois at Urbana-Champaign
- 2017 – 2020 **Junhan Kong**  
Undergraduate and Master's student at Carnegie Mellon University  
First Position: Ph.D. student at the University of Washington Information School
- 2020 **Dena Sabha**  
Undergraduate student at the University of Washington (CMU REU Intern)
- 2019 **Frank F. Xu**  
Ph.D. student at the Language Technologies Institute of Carnegie Mellon University
- 2019 **Runchang Kang**  
Software Development Engineer at iRobot
- 2018 **Hannah Murphy**  
Software Engineer at Microsoft
- 2018 **Codetalk program with St. Joseph Center and Snap Inc.**  
Help low income, underemployed and underserved women pursue entry level positions in the tech sector
- 2018 **Emily Porat**  
UX Designer at Deloitte Digital
- 2017 **Anuraag Jain**  
Product & Technology at Zensors Inc.
- 2016 – 2017 **Ronnie Shomiron Ghose**  
Software Engineer at Salesforce.com
- 2016 **Haoran Qi**  
Software Engineer at Google
- 2013 – 2016 **Xiaolong Wu**  
iOS Software Engineer at FitBit
- 2015 **Suman Ghosh**  
Master's student at the University of Genoa
- 2014 **Kelcy Newton**  
Software Engineer at Microsoft

## Service

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- 2018 – present **Program Committee**  
 ACM FAccT 2021  
 ACM IUI Papers 2019, 2020, 2021  
 ACM UIST 2020  
 ACM ASSETS 2020  
 ACM CHI Late Breaking Work 2019  
 ACM IUI Demos and Posters 2019, 2020  
 ACM COMPASS 2018, 2019
- 2018 – present **Organizing Committee**  
 ACM ASSETS 2019 Web Chair
- 2017 – present **Session Chair**  
 ASSETS 2020 Session: Tangible Interaction  
 UIST 2020 Session: Transcribing Words and Directing Voice  
 CHI 2018 Session: Accessible Interaction Techniques  
 CHI 2017 Session: Learning and Reading
- 2021 **Graduate Program Committee**  
 Computer Science and Engineering, University of Michigan
- 2020 **PhD Admissions Committee**  
 Human-Computer Interaction Institute, Carnegie Mellon University
- 2018 **Faculty Hiring Committee**  
 Human-Computer Interaction Institute, Carnegie Mellon University
- 2014 – present **Reviewer (~100 papers)**  
 CHI '15 '16 '17 '18 '19 '20 (Special Recognition for Excellent Review) '21, UIST '16 '17 '18 '19, Ubicomp (IMWUT) '15 '16 '17 '18 '19, IUI '15 '19, MobileHCI '17 '18 '19, ISWC '15 '18 '19, DIS '20, TEI '19, GI '16, TACCESS, IJHCS, Computer & Graphics, JINT, IEEE THMS, IEEE Access, etc.
- 2009 – 2016 **Volunteer**  
 CHI 2016 San Jose, CA  
 Ubicomp/ISWC 2013 Zurich, Switzerland  
 Ubicomp 2011 Beijing, China  
**Vice President** of the Volunteer Association at BUPT

## References

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### Jeffrey P. Bigham

Associate Professor  
 Human-Computer Interaction Institute, Carnegie Mellon University  
 jbigham@cs.cmu.edu

### Gregory D. Abowd

Regents' Professor and J.Z. Liang Chair  
 School of Interactive Computing, Georgia Institute of Technology  
 abowd@gatech.edu

### Meredith Ringel Morris

Sr. Principal Researcher and Research Manager  
 Ability Group, Microsoft Research, Redmond  
 merrie@microsoft.com

### Scott E. Hudson

Professor  
 Human-Computer Interaction Institute, Carnegie Mellon University  
 scott.hudson@cs.cmu.edu

### Andrés Monroy-Hernández

Lead Research Scientist  
 Snap Research, Snap Inc.  
 amh@snap.com

**Chris Harrison**

Habermann Chair and Assistant Professor  
Human-Computer Interaction Institute, Carnegie Mellon University  
chris.harrison@cs.cmu.edu

**Jennifer Mankoff**

Richard E. Ladner Professor  
Paul G. Allen School of Computer Science & Engineering, University of Washington  
jmankoff@cs.washington.edu

**Thad Starner**

Professor  
School of Interactive Computing, Georgia Institute of Technology  
thad@gatech.edu

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