

Liang He, Ph.D.

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Director, [Design & Engineering for Making \(DE4M\) Lab](#)
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EDUCATION

- 08/2022 **Ph.D., Computer Science & Engineering**, University of Washington
Dissertation: Fabricating Kinetic Objects with 3D Printable Spring-Based Mechanisms for Interactivity
Advisor: Jon E. Froehlich
Committee members: Jennifer Mankoff, Adriana Schulz, Nadya Peek
- 05/2015 **M.S., Computational Design**, Carnegie Mellon University, Pittsburgh
Thesis: SqueezaPulse - Adding Interactive Input Using Passive Pulses of Air
Advisor: Eric Brockmeyer
- 05/2013 **M.S., Computer Science and Technology**, University of Chinese Academy of Sciences (UCAS)
Thesis: A Tangible Approach for Storytelling
Advisor: Danli Wang
- 05/2010 **B.Eng, Software Engineering**, Beihang University (BUAA)

SELECTED HONORS AND AWARDS

- 2023 **Special Recognitions for Paper Reviews**, *UIST '23, DIS '23, IMWUT, CHI '23, CHI '24*
- 2022 **Special Recognition for Paper Reviews**, *UIST '22, CHI '22*
- 2021 **Bob Bandes Memorial Honorable Mention Student Teaching Award (top 1%)**, *CSE, UW*
- 2021 **Special Recognition for Paper Reviews**, *UIST '21*
- 2020 **Special Recognition for Paper Reviews**, *UIST '20, CHI '20*
- 2019 **Winner**, *CHI '19 SV t-shirt design contest*
- 2018 **Finalist**, *Amazon Catalyst Award*
- 2017 **Best Paper Award**, *CHI '17*
- 2016 **Conference Travel Funding**, *Department of Computer Science, UMD*
- 2016 **Best Late-Breaking Work Paper Award**, *CHI '16*
- 2015/2016 **Dean's fellowship**, *Department of Computer Science, UMD*
- 2014 **Conference Travel Funding**, *School of Architecture, CMU*
- 2013/2014 **Department Scholarship**, *School of Architecture, CMU*
- 2014 **Most Creative Award**, *UIST '14 Student Innovation Contest*
- 2015 **Honorable Mentions Award**, *CHI '15*

- 2014 **Winner**, CHI '14 SV t-shirt design contest
- 2012 **Winner**, G-Startup Seed Stage, Global Mobile Internet Conference '12
- 2011 **Winner**, Baidu User Experience contest
- 2011 **Follow-up**, Software Design, Microsoft Imagine Cup Local Final
- 2009 **China National Scholarship** (Top 1% nationwide)

GRANTS

- 2023 Exploratory SAIL Grant Award to support collaborations with researchers at the University of Tokyo for a pedagogical program entitled "Hacking, Designing, and Making" - ~\$3k.
- 2023 ~\$10k from Holistic Safety and Security (HSS) Research Impact Area, Purdue University

EMPLOYMENT

- Aug 2022 – **Department of Computer Graphics Technology, Polytechnic, Purdue University, West Lafayette, IN**
Assistant Professor in Interactive Media
Director, Design & Engineering for Making (DE4M) Lab
- 2017 – 2022 **Paul G. Allen School of Computer Science & Engineering, University of Washington, Seattle WA**
Research Assistant. Makeability Lab.
with Jon E. Froehlich
- Oct – Dec 2020 **HP Labs, Palo Alto, CA**
Research Intern, 3D Print Lab
with Kris J. Erickson and Rafael 'Tico' Ballagas
- Jun – Sept 2019 **HP Labs, Palo Alto, CA**
Research Intern, Artificial Intelligence & Emerge Computing Lab
with Rafael 'Tico' Ballagas
- Jun – Aug 2016 **Microsoft Research, Redmond, WA**
Research Intern. VIBE Group
with Rob DeLine and Saleema Amershi
- May – Aug 2014 **KEIO-NUS CUTE Center, Singapore**
Research Intern *with Ellen Yi-Luen Do and Beryl Plimmer*

PUBLICATIONS

CONFERENCE PAPERS

- 2023 [C.10] Zeyu Yan, Hsuanling Lee, **Liang He**, and Huaishu Peng. 3D Printing Magnetophoretic Display. In *Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23)*.
- 2022 [C.9] **Liang He**, Xia Su, Huaishu Peng, Jeffrey I. Lipton, and Jon E. Froehlich. Kinergy: Creating 3D Printable Motion using Embedded Kinetic Energy. In *Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22)*.

- 2022 [C.8] Hongnan Lin, **Liang He**, Fangli Song, Yifan Li, Tingyu Chen, Clement Zheng, Wei Wang, and HyunJoo Oh. FlexHaptics: A Design Method for Haptic Inputs Using Flat Compliant Structures. In *Proceedings of the 40th Annual ACM Conference on Human Factor in Computing Systems (CHI '22)*.
- 2021 [C.7] Xuhai Xu, Jiahao Li, Tianyi Yuan, **Liang He**, Xin Liu, Yukang Yan, Yuntao Wang, Yuanchun Shi, Jennifer Mankoff, and Anind K. Dey. HulaMove: Using Commodity IMU for Waist Interaction. In *Proceedings of the 39th Annual ACM Conference on Human Factors in Computing Systems (CHI '21)*.
- 2019 [C.6] **Liang He**, Huaishu Peng, Michelle Lin, Ravikanth Konjeti, François Guimbretière, and Jon E. Froehlich. Ondulé: Designing and Controlling 3D Printable Springs. In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST '19)*.
- 2017 [C.5] Majeed Kazemitabaar, Jason McPeak, Alexander Jiao, **Liang He**, Thomas Outing, and Jon E. Froehlich. MakerWear: A Tangible Approach to Interactive Wearable Creation for Children. In *Proceedings of the 35th annual ACM conference on Human factors in computing systems (CHI '17)*.
 **Best Paper Award [Top 1%]**
- [C.4] **Liang He**, Gierad Laput, Eric Brockmeyer, and Jon E. Froehlich. SqueezaPulse: Adding Interactive Input to Fabricated Objects Using Corrugated Tubes and Air Pulses. In *Proceedings of the ACM symposium on tangible and embodied interaction (TEI '17)*.
- 2015 [C.3] **Liang He**, Cheng Xu, Ding Xu, and Ryan Brill. PneuHaptic: Delivering Haptic Cues with a Pneumatic Armband. In *Proceedings of the 19th International Symposium on Wearable Computers (ISWC '15)*.
- [C.2] Kelvin Cheng, **Liang He**, Xiaojun Meng, David A. Shamma, Dung Nguyen, and Anbarasan Thangapalam. CozyMaps: Real-time Collaboration on a Shared Map with Multiple Displays. In *Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI'15)*.
- [C.1] Beryl Plimmer, **Liang He**, Tariq Zaman, Kasun Karunanayaka, Alvin W. Yeo, Garen Jengan, Rachel Blagojevic, and Ellen Yi-Luen Do. New Interaction Tools for Preserving an Old Language. In *Proceedings of the 33rd annual ACM conference on Human factors in computing systems (CHI '15)*.
 **Honorable Mentions Award [Top 3%]**

JOURNAL PUBLICATIONS

- 2021 [J.2] **Liang He**, Jarrid A. Wittkopf, Ji Won Jun, Kris Erickson, and Rafael 'Tico' Ballagas. ModElec: A Design Tool for Prototyping Physical Computing Devices Using Conductive 3D Printing. In *Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies* 5, no. 4 (2021): 1-20.
- 2014 [J.1] Danli Wang, **Liang He**, and Keqin Dou. StoryCube: Supporting Children's Storytelling with a Tangible Tool. *The Journal of Supercomputing*, Volume 70 Issue 1, Pages 269-283. Springer. 2014.

DOCTORAL POSITION PAPERS

- 2020 [DC.2] **Liang He**. Designing, Controlling, and Fabricating In-Place Augmented Structures. In *Adjunct Proceedings of the 33rd Annual ACM Symposium on User Interface Software and Technology (UIST '20 Doctoral Symposium)*.
 Committee: Michel Beaudouin-Lafon, Ranjitha Kumar, Pedro Lopes, Camille Moussette, Ken Hinckley

- 2020 [DC.1] **Liang He**. Designing and Controlling On-Demand 3D Printable Structures to Support the Fabrication for Interaction. *DUB Doctoral Colloquium 2020, University of Washington*.
Committee: *Kurtis Heimerl, Richard Ladner, Jeffery Lipton, Wanda Pratt, Gonzalo Ramos, David Ribes, Jennifer Turns*

EXTENDED ABSTRACTS/POSTER PAPERS/WORKSHOP PAPERS

- 2023 [P.8] Liwen He, Yifan Li, Mingming Fan, **Liang He**, and Yuhang Zhao. 2023. A Multi-modal Toolkit to Support DIY Assistive Technology Creation for Blind and Low Vision People. In *Adjunct Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23 Adjunct)*.
- 2023 [P.7] Srishti Shekhar Agrawal, Shrey Panchal, and **Liang He**. 2023. Understanding the Experiences, Challenges, and Needs of Dementia Caregivers in the Indian Subcontinent. In *the 25th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '23)*.
- 2022 [D.1] Daniel Campos Zamora, **Liang He**, Yueqian Zhang, Xuhai Xu, Jennifer Mankoff, and Jon E. Froehlich. sPrint: Towards In-Situ Personal Fabrication using a Mobile 3D Printer. In *Symposium on Computational Fabrication (SCF '22)*.
- 2022 [SIG.1] Junyi Zhu, **Liang He**, Jun Nishida, Hamid Ghaednia, Cindy Hsin-Liu Kao, Jon E. Froehlich, Edward Jay Wang, and Stefanie Mueller. SIG: Towards More Personal Health Sensing. In *Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22)*.
- 2020 [EA.3] **Liang He**, Ruolin Wang, Xuhai Xu. PneuFetch: Supporting Blind and Visually Impaired People to Fetch Nearby Objects via Light Haptic Cues. In *Proceedings of CHI '20 Extended Abstracts on Human Factors in Computing Systems (CHI EA '20)*.
- 2019 [P.6] Venkatesh Potluri, **Liang He**, Christine Chen, Jon E. Froehlich, and Jennifer Mankoff. A Multi-Modal Approach for Blind and Visually Impaired Developers to Edit Webpage Designs. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '19)*.
- 2017 [P.5] **Liang He**, Zijian Wan, Leah Findlater, and Jon E. Froehlich. TacTILE: A Preliminary Toolchain for Creating Accessible Graphics with 3D-Printed Overlays and Auditory Annotations. In *Poster Proceedings of the 19th International ACM SIGACCESS Conference on Computers & Accessibility (ASSETS '17)*.
- [P.4] **Liang He**, Huaishu Peng, Joshua Land, Mark D. Fuge, and Jon E. Froehlich. Designing 3D-Printed Deformation Behaviors Using Spring-Based Structures: An Initial Investigation. In *Adjunct Proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17)*.
- [P.3] **Liang He**, Joshua Land, Huaishu Peng, Mark D. Fuge, and Jon E. Froehlich. Early Exploration of Deformable Interactive Designs with 3D-Printed Springs. In *Proceedings of the 1st Annual ACM Symposium on Computational Fabrication (SCF '17)*.
- 2016 [EA.2] Majeed Kazemitabaar, **Liang He**, Katie Wang, Chloe Aloimonos, Tony Cheng, and Jon E. Froehlich. ReWear: Early Explorations of a Modular Wearable Construction Kit for Young Children. In *Proceedings of CHI '16 Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*.
 **Best Poster Award [Top 1%]**

- [EA.1] Ruofei Du and **Liang He**. VRSurus: Enhancing Interactivity and Tangibility of Puppets in Virtual Reality. In *Proceedings of CHI '16 Extended Abstracts on Human Factors in Computing Systems (CHI EA '16)*.
- 2012 [P.2] Danli Wang, Yang Zhang, Tianyuan Gu, **Liang He**, and Hongan Wang. E-Block: A Tangible Programming Tool for Children. In *Adjunct Proceedings of the 25th Annual ACM Symposium on User Interface Software and Technology (UIST '12)*.
- [P.1] **Liang He**, Guang Li, Yang Zhang, Danli Wang, and Hongan Wang. TempoString: A Tangible Tool for Children's Music Creation. In *Proceedings of the 14th International Conference on Ubiquitous Computing (UbiComp '12)*.

PATENTS/SOFTWARE COPYRIGHTS

- 2013 [PA.1] "A Method and System for Children's Tangible Storytelling". Patent number: 2013100129910
- 2010 [SC.1] "InkSound: A Pen-based System for Chinese Traditional Painting."

INVITED TALKS


- Sept 2023 **Beyond Shape: Creating Interactive 3D Printable Objects.** UW-Madison.
- Sept 2023 **Beyond Shape: Creating Interactive 3D Printable Objects.** Faculty Talk. Purdue University.
- Jul 2023 **Beyond Shape: Fabricating Kinetic Objects for Interactivity.** Tsinghua University, virtual.
- May 2023 **Beyond Shape: Fabricating Kinetic Objects for Interactivity.** Zhejiang University, China.
- May 2023 **Beyond Shape: Fabricating Kinetic Objects for Interactivity.** Duke Kunshan University, China.
- Apr 2023 **Beyond Shape: Fabricating Kinetic Objects for Interactivity.** HCI Seminar, CSAIL, MIT.
- Nov 2022 **Build for Access.** Introduction to Assistive Technology and Robotics (CNIT 581 AST). Department of Computer Information Technology, Polytechnic Institute, Purdue University.
- Nov 2022 **Prototyping, Prototyping, Prototyping.** Introduction to Human-Computer Interaction (CISCX87), Department of Computer Science, University of Delaware.
- Mar 2022 **Beyond Shape.** Georgia Tech.
- Jan 2022 **Beyond Shape.** Hasso Plattner Institute.
- Dec 2021 **Beyond Shape.** HCIL Brown-Bag Lunch. University of Maryland, College Park.
- Nov 2021 **ModElec.** CSE Colloquium. University of Washington.
- Jul 2021 **Beyond Shape.** HCI seminar invited by Ryo Suzuki. University of Calgary. Virtual.
- Mar 2021 **Kinetic Fab Research Overview.** Lightning Talk. IWHEC 2021 affiliated forum. Virtual.
- Dec 2020 **3D Printing Electronics.** HP 3D Print Lab.
- Oct 2020 **Designing, Controlling, and Fabricating In-Place Augmented Structures.** UIST 2020 Doctoral Symposium. Virtual.
- Jun 2020 **Designing and Controlling On-Demand 3D Printable Structures to Support the Fabrication for Interactivity.** DUB Doctoral Colloquium, UW, Seattle.
- Dec 2019 **Ondulé.** Institute of Software, Chinese Academy of Sciences (ISCAS), Beijing.

- Sept 2019 **Ondulé.** *HCI Lunch Talk. Stanford, CA.*
- Jul 2019 **Making 3D-Printed Objects for Interactivity.** *Lightning Talk. UW CSE/MSR Summer Institute – Future of Fabrication, Blaine, WA.*
- Nov 2018 **Modeling and Fabricating Interactivity and Creativity with Object Properties.** *UW CSE Colloquia – Computational Fabrication. Seattle, WA.*
- Nov 2018 **Fabricating High-Level Design Specifications with Low-Level Object Properties.** *Industry Affiliates Research Day. UW. Seattle, WA.*
- Nov 2016 **SqueezaPulse.** *Tech+Design: Interaction Design for a Purpose. UMD, College Park, MD.*
- May 2016 **SqueezaPulse.** *HCIL's 33rd Annual Symposium. UMD, College Park, MD.*

GUEST LECTURES/WORKSHOPS

- 2022 [W.4] **CSNext Workshop.** *Mentoring four students from underrepresented groups. CSE, UW.*
- 2020 [W.3] **3D Printed Electronics with ModElec.** *HP Labs.*
- 2019 [L.2] **Heuristic Evaluation.** *Guest lecture in CSE 440A: Introduction to HCI. CSE, UW.*
- 2018 [W.2] **Video Making.** *CSE SkillShare Workshop, UW.*
- [W.1] **3D Modeling with Fusion 360.** *CSE 590A: Ubiquitous Computing, CSE, UW.*
- [L.1] **Laser Cutting.** *Guest lecture in HCID 521, Human-Computer Interaction & Design, UW.*

TEACHING

- 2023 [TE. 13] **CGT512: Foundational Readings of UX Design.** *CGT, Purdue.*
Instructor, taught 41 grad students, studio-based course
- 2023 [TE. 12] **CGT532: UX Design Graduate Studio (Cross-Channel).** *CGT, Purdue.*
Instructor, taught 28 grad students, studio-based course
- 2022 [TE.11] **CGT116: Geometric Modeling for Visualization and Communication.** *CGT, Purdue.*
Instructor, taught 98 undergrad students, statewide and hybrid
- 2021 [TE.10] **CSE 490: Physical Computing.** *CSE, UW. (Remote teaching and hardware prototyping)*
Instructor: Jon E. Froehlich
 **Bob Bandes Memorial Honorable Mention Student Teaching Award (Top 1%), CSE, UW**
- 2020 [TE.9] **CSE 590A: Ubiquitous Computing.** *CSE, UW. (Course development and remote teaching)*
Instructor: Jon E. Froehlich
- 2019 [TE.8] **CSE 599U: Prototyping Interactive Systems.** *CSE, UW.*
Instructor: Jon E. Froehlich
- [TE.7] **CSE 440A: Introduction to HCI.** *CSE, UW.*
Instructor: Nigini Oliveira
- 2018 [TE.6] **CSE 440A: Introduction to HCI.** *CSE, UW.*
Instructor: Nigini Oliveira

- [TE.5] **CSE 590A: Ubiquitous Computing.** CSE, UW. (Course development)
Instructor: Jon E. Froehlich
- [TE.4] **HCID 521: Prototyping Studio.** HCID, UW. (Course development)
Instructors: Jon E. Froehlich and Jennifer Mankoff
- 2016 [TE.3] **CMSC 250: Discrete Structures.** CS. UMD, College Park.
- [TE.2] **CMSC 132: Object-Oriented Programming II.** CS. UMD, College Park.
- 2015 [T.1] **CMSC 131: Object-Oriented Programming I.** CS. UMD, College Park.

ACADEMIC SERVICES

Program Committee

- 2024 **DIS 2024 Program Committee, Associate Chair, papers and pictorials**
- 2024 **SIGGRAPH 2024 Emerging Technologies Jury Committee**
- 2023 **CHI 2024 Program Committee, Associate Chair, Blending Interaction: Engineering Interactive Systems & Tools subcommittee**
- 2023 **ASSETS 2023 Program Committee, Associate Chair, papers, posters, and demos**
- 2023 **DIS 2023 Program Committee, Associate Chair, papers and pictorials**
- 2022 **Invited Guest Editor for Journal CCF Transactions on Pervasive Computing and Interaction**
- 2022 **IDC 2023 Program Committee, Associate Chair, full paper track**
- 2022 **ASSETS 2022 Program Committee, Associate Chair, papers, posters, and demos**
- 2021 **ACHI 2021 Program Committee, Associate Chair, full paper track**
- 2021 **IDC 2021 Program Committee, Associate Chair, work-in-progress**
- 2021 **CHI 2021 Program Committee, Associate Chair, late-breaking work**
- 2020 **CHI 2020 Program Committee, Associate Chair, late-breaking work**
- 2019 **CHI 2019 Program Committee, Associate Chair, late-breaking work**

Organizing Committee

- 2024 **Student Innovation Contest co-chair, UIST 2024**
- 2023 **Posters & Demos co-chair, ASSETS 2023**
- 2023 **Experience Reports co-chair, ASSETS 2023**
- 2023 **Proceedings co-chair, UIST 2023**
- 2022 **Proceedings co-chair, UIST 2022**
- 2022 **Web and Graphic Design co-chair, ASSETS 2022**
- 2019 **Design and Web co-chair, UIST 2019**

Reviewing

160+ papers, 10 special recognitions for excellent review

- 2023 **CHI '24, SCF '23, IDC '23, ASSETS '23, DIS '23, UIST '23, IEEE VR 2024**
- 2022 **CHI '23, UIST '22, ASSETS '22, IEEE VR 2023, IMWUT**
- 2021 **CHI '22, UIST '21, DIS '21, SCF '21, CSCW (April), AHCI '21**
- 2020 **CHI '21, UIST '20, DIS '20, SCF '20**
- 2019 **CHI '20, UIST '19, WAC '19**
- 2018 **CHI '19**

- 2017 CHI '18, TEI '18
- 2016 CHI '17, TEI '17, MobileHCI '16
- 2015 CHI '16

Volunteering/Chairing

- 2023 **Session Chair**, *CHI 2023*
- 2022 **Session Chair**, *UIST 2022*
- 2021 **Session Chair**, *UIST 2021*
- 2017 **Student Volunteer**, *TEI 2017*
- 2015 **Student Volunteer**, *CHI 2015*
- 2014 **Student Volunteer**, *UIST 2014*
- 2014 **Student Volunteer**, *CHI 2014*
- 2012 **Student Assistant**, *the first China Symposium on HCI*

Other Services

- 2020 **Logo Design**, *HiLab at UCLA*
- 2019 **Student Volunteer T-shirt Design**, *CHI 2019*
- 2019 **Visual Identity, Website, and Graphic Design**, *UIST 2019*
- 2016 **Logo Design**, *Makeability Lab*
- 2014 **Student Volunteer T-shirt Design**, *CHI 2019*

OUTREACH

Leading the creation and maintenance of *FabGalaxy* (since 2018)

FabGalaxy is an online interactive visualization repository that provides a quick entry to fabrication research in human-computer interaction and computer graphics. This platform is hosted on the MIT's online repository for personal fabrication research which was created and maintained by HCI Engineering group, MIT CSAIL.

STUDENT ADVISING

- 2023 **Amy Yu**. *M.S. in Information Visualization at Purdue University.*
- 2023 **Haicheng Li**. *Junior in Computer and Information Technology at Purdue University.*
- 2023 **Riddhi Chaudhari**. *M.S. in User Experience Design at Purdue University.*
- 2023 **Prithvi Manjunatha**. *M.S. in User Experience Design at Purdue University.*
- 2023 **Tongyan Wang**. *Ph.D. in Technology at Purdue University.*
- 2023 **Chenxi Yang**. *Senior in Computer Science and Technology at Tsinghua University.*
- 2023 **Jacqueline Dong**. *M.F.A. in Communications Design at Pratt Institute.*
- 2023 **Zishuo Feng**. *M.S. in Computer and Information Technology at Purdue University.*
- 2023 **Srishti Shekhar Agrawal**. *M.S. in User Experience Design at Purdue University.*
- 2023 **Shrey Panchal**. *M.S. in User Experience Design at Purdue University.*
- 2023 **Rohan Pant**. *M.S. in User Experience Design at Purdue University.*
- 2022 **Hsuanling Lee**. *Senior in Computer Engineering at Purdue University.*
- 2022 **Maverick Broviak**. *Senior in Biomedical Engineering at Purdue University.*
- 2022 **Emily Ann Testin**. *Senior in Mechanical Engineering at Purdue University.*
- 2022 **Liwen He**. *Grad in Industrial Design at Beihang University, China.*
- 2022 **Yifan Li**. *Senior in Architecture at Southeast University, China.*
- 2021 – 2022 **Daniel Campos Zamora**. *Ph.D. in CSE at UW.*

- 2021 **Hongnan Lin.** *Ph.D. in Design at Georgia Tech; now postdoc at ISCAS.*
- 2020 – 2021 **Yueqian Zhang.** *Undergrad in CSE at UW; now grad in CSE at UW.*
- 2020 – 2021 **Xia Su.** *Grad in Architecture at Tsinghua; now Ph.D. in CSE at UW.*
- 2020 – 2021 **Xiyuan Shen.** *Undergrad in Media Art at Tsinghua University; now graduate at Tsinghua.*
- 2020 – 2021 **Arjun Simha.** *High school student; now undergrad in EE at UW.*
- 2019 – 2021 **Jessica Chin.** *Undergrad in Psychology at UW; now at Meta.*
- 2020 **Yawen Zheng.** *Undergrad in Media Art at Tsinghua University; now grad at Tsinghua.*
- 2020 **Yuebing Liang.** *Grad in Architecture at Tsinghua Univ.; now Ph.D. in Architecture at Hong Kong Univ.*
- 2019 **Venkatesh Potluri.** *Ph.D. in CSE at UW.*
- 2019 **Sophie Tian.** *Undergrad in CSE at UW; now software engineer at Microsoft.*
- 2019 **Michelle Lin.** *Undergrad in CSE at UW; now grad in CSE at UW.*
- 2017 **Joshua Land.** *Undergrad in Mechanical Engineering at Univ. of Maryland; now engineer at Appian.*
- 2012 **Muyan Li.** *Undergrad at Beihang; now software development engineer at UiPath.*
- 2012 **Yang Zhang.** *Undergrad at Beihang; now assistant professor at UCLA.*
- 2012 **Keqin Dou.** *Undergrad at Univ. of Science and Technology Beijing; now regional director at Fintopia.*