

Zhen Li

PERSONAL DATA

WEBSITE: <http://zhen-li.com/>
PHONE: +1 647 862 1938
EMAIL: zhen@cs.toronto.edu
ADDRESS: Room BA 5166, 40 St. George Street
Toronto, Ontario Canada M5S 2E4

EDUCATION

(Present) Doctor of Philosophy in COMPUTER SCIENCE
University of Toronto, Toronto, Canada
JUNE 2017 Master of Science in COMPUTER SCIENCE
University of Toronto, Toronto, Canada
AVERAGE GRADE: A+
JULY 2015 Bachelor of Engineering in COMPUTER SCIENCE
Tsinghua University, Beijing, China
GPA: 92/100 | RANK: 4/123

PUBLICATIONS

Zhen Li, Joannes Chan, Joshua Walton, Hrvoje Benko, Daniel Wigdor, and Michael Glueck. 2020. Armstrong: An Empirical Examination of Pointing at Non-Dominant Arm-Anchored UIs in Virtual Reality. In *SIGCHI Conference on Human Factors in Computing Systems (CHI '21)*, May 08-13, 2021, Yokohama, Japan (in press).

Mingming Fan, **Zhen Li**, and Franklin Mingzhe Li. 2020. Eyelid Gestures on Mobile Devices for People with Motor Impairments. In *the 22nd International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '20)*, October 26–28, 2020, Virtual Event, Greece. <https://doi.org/10.1145/3373625.3416987>

Zhen Li, Mingming Fan, Ying Han, and Khai N. Truong. 2020. iWink: Exploring Eyelid Gestures on Mobile Devices. In *1st International Workshop on Human-centric Multimedia Analysis (HuMA '20)*, October 12, 2020, Seattle, WA, USA. <https://doi.org/10.1145/3422852.3423479>

Zhen Li, Michelle Annett, Ken Hinckley, Karan Singh and Daniel Wigdor. 2019. HoloDoc: Enabling Mixed Reality Workspaces that Harness Physical and Digital Content. In *SIGCHI Conference on Human Factors in Computing Systems Proceedings (CHI '19)*, May 4-9, 2019, Glasgow, Scotland UK. <https://doi.org/10.1145/3290605.3300917>

Zhen Li, Michelle Annett, Ken Hinckley and Daniel Wigdor. 2019. SMAC: A Simplified Model of Attention and Capture in Multi-Device Desk-Centric Environments. In *Proceedings of the ACM on Human-Computer Interaction (EICS '19)*, issue EICS, Article 2 (June 2019). <https://doi.org/10.1145/3300961>

Weinan Shi, Chun Yu, Xin Yi, **Zhen Li**, and Yuanchun Shi. TOAST: Ten-Finger Eyes-Free Typing on Touchable Surfaces. In *Proceedings of the ACM on Interactive, Mobile, Wearable, and Ubiquitous Technologies (UBICOMP '18)*, Vol. 2, No. 1, Article 33 (March 2018). <https://doi.org/10.1145/3191765>

INTERNSHIPS

APR-SEP 2019	Research Intern Supervised by Dr. Michael Glueck, Chatham Labs Research outcomes published at CHI 2021
JUL-SEP 2014	Keyboard-Surface Interaction: Using the Keyboard's Surface as a Pointing Device Supervised by Prof. Anind K. Dey, HCI Institute, Carnegie Mellon University Designed the first stage of the user study and contributed to the gesture recognition

SCHOLARSHIPS AND AWARDS

MAR 2015	ST ENGINEERING China Scholarship
OCT 2014	Tsinghua - DONGSHI Dongfang Scholarship
AUG 2014	GOOGLE Excellence Scholarship
MAR 2014	ST ENGINEERING China Scholarship
OCT 2013	Tsinghua - ZHENG Geru Scholarship
MAR 2013	ST ENGINEERING China Scholarship
OCT 2012	Tsinghua - ZHANG Ronghua Scholarship

TEACHING

MAY-DEC 2020	Teaching Assistant INTRODUCTION TO COMPUTER SCIENCE, CSC108 Department of Computer Science, University of Toronto
JAN-APR 2020	Teaching Assistant THE DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA, CSC318 Department of Computer Science, University of Toronto
JAN-DEC 2019	Teaching Assistant INTRODUCTION TO COMPUTER SCIENCE, CSC108 Department of Computer Science, University of Toronto
MAY 2016 - DEC 2018	Teaching Assistant INTRODUCTION TO COMPUTER SCIENCE, CSC148 Department of Computer Science, University of Toronto
JAN-APR 2016	Teaching Assistant INTRODUCTION TO COMPUTER SCIENCE, CSC108 Department of Computer Science, University of Toronto
SEP-DEC 2011	Teaching Assistant FUNDAMENTALS OF PROGRAMMING, No.30240233 Department of Computer Science and Technology, Tsinghua University

PROFESSIONAL SKILLS

Programming Languages:	C/C++/C#, Python, Java, MATLAB
Other Software:	Unity, OpenSCAD