

MINGRUI ZHANG

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EDUCATION

Ph.D., Information School University of Washington, Seattle Advised by Prof. Jacob O. Wobbrock	2017.9 - Present
BS, Computer Science and Technology Department of Computer Science and Technology, Tsinghua University GPA 91.0 (Rank 13/127) Minor in Journalism	2013.8 - 2017.7
Visiting Student, the Fluid Interfaces Group Media Lab, Massachusetts Institute of Technology Advised by Prof. Pattie Maes	2016.6 - 2016.9
Exchange Student, Computer Science and Engineering The Chinese University of Hong Kong	2015.9 - 2015.12

RESEARCH INTEREST

Human Computer Interaction - Text Entry / Input Method / Natural User Interface

PUBLICATIONS

Mingrui "Ray" Zhang, Shumin Zhai, Jacob O. Wobbrock. *Text Entry Throughput: Towards Unifying Speed and Accuracy in a Single Performance Metric*. CHI 2019, to appear.

Alexis Hiniker, Jon Froehlich, **Mingrui "Ray" Zhang**, Erin Beneteau. *Anchored Audio Sampling: A Seamless Method for Exploring Children's Thoughts and Reactions During Deployment Studies*. CHI 2019, to appear.

Erin Beneteau, Olivia K. Richards, **Mingrui "Ray" Zhang**, Julie A. Kientz, Jason Yip, Alexis Hiniker. *Communication Breakdowns Between Families and Alexa*. CHI 2019, to appear.

Xin Yi, Chun Yu, **Mingrui Zhang**, Sida Gao, Ke Sun, Yuanchun Shi. *ATK: Enabling ten-finger freehand typing in air based on 3d hand tracking data*. UIST 2015

HONORS & AWARDS

Excellent graduate of the CST Department, Tsinghua	2017
The National Scholarship of China (Top 1%)	2016
1 st winner of the National Database Conference Cup	2016
Top 4 projects - "Leap Touch", HACK SHANGHAI Hackathon	2015
Best note of Youdao Course Note Competition	2015
Best watch application award - "Pebble Mario", THACK Hackathon	2014

RESEARCH EXPERIENCE

Fluid Interfaces Group, MIT Media Lab <i>Visiting Student</i> Developed hardware and algorithm of the project Fluxa. Led the project Shoulder Muscle-Computer Interface. Programmed with Myo armband. Signal processing and pattern recognition with EMG.	2016.6 - 2016.9
Multimedia Lab, the Chinese University of Hong Kong <i>Research Assistant</i> Write experimental codes on machine learning, modified the CXXNET (a framework of deep learning) code and revised the convolutional layer of it. The result proved not applicable.	2015.6 - 2015.8
Pervasive Computing Group, Tsinghua University <i>Research Assistant</i>	2014.10 - 2015.4

Designed and implemented Air-typing platform. Evaluated different finger-tracking algorithms. Kinect and Leap Motion programming. Edited the demo video.

WORK EXPERIENCE

Momenta.ai Inc. Beijing 2016.12 - 2017.6
Research Intern

Research on road segmentation. Modify Full Convolutional Network base model on Caffe and PyTorch. Boost recall & accuracy about 5%. Speed up framework from 8fps to 100fps.

MailTime Inc. Beijing 2016.2 - 2016.6
iOS Intern

Redesigned interaction logic and UI, user tutorial and feedback, increased 25% of the user retention.

Chestnut Tech Inc. Beijing 2014.10 - 2016.1
Co-founder, iOS Developer

Main developer of "Parocam" application, Face transform algorithm, UI design and product operation

PROFESSIONAL SERVICE

Peer Reviewer
CHI '19

Program Committee 2020
ACM CHI Assistant to General Chairs

PROJECTS

PAROCAM IOS APP @Chestnut Tech Inc. 2014.11 - 2016.1

- A funny iOS app transforming images of human faces (such as stretching the mouth) in real time, using multithread face-detection tech based on GPU.
- Developed functions of Chat Bubbles, Video Merge.
- 20,000 downloads in App Store (with overall rating 4+).

SPAM DETECTING ON Q-A COMMUNITY @NDBC CUP'16 2016.5 - 2016.6

- Designed a novel approach to detect spam answers in Q-A community.
- Using CNN and Word2Vec, with additional NLP data pre-processing. F-value 66.0%.
- **Win first place in the competition**

FLUXA @Media Lab MIT 2016.6 - 2016.9

- Fluxa is a wearable LED device that utilizes POV (Persistence of Vision). When waving hands with Fluxa, an image or text can be seen. The device is designed to fortify social interaction and augment body movement.
- Improved display algorithm in Arduino.
- **Our project is accepted by UIST'16 Demo Session.**

PERSPECTIVE TRACKING VIDEO CHATTING GRADUATION PROJECT 2017.1 - 2017.6

- Video Communication system supporting perspective tracking to imitate face-to-face scenario
- Head tracking, panorama camera used to capture First-person view on the remote side. Made with Unity.

KEYNOTES AND PRESENTATIONS

Momenta.ai 2017.3
"GANs Family", Intro to Generative Adversarial Networks, Beijing

TEACHING

Teaching Assistant 2017 Fall, 2018 Winter
INFO 360 Design Thinking, UW Seattle
INFO 498 Rapid Prototyping, UW Seattle 2018 Spring
INFO 449 iOS Programming, UW Seattle 2019 Winter

PRESS COVERAGE

NEXT 36Kr(2015) "Product of the day - Parocam"
Youdao(2015) "Winner of Youdao Course Note Competition"

SKILLS

Programming

C/C++/C#/JavaScript/MATLAB/Objective-C/Python

Journalism

Chinese writing/Interview

Art & Media

Adobe Photoshop/Adobe Premiere/Final Cut Pro