Lei Shi

Jacobs Technion-Cornell Institute
Cornell Tech, 111 8th Ave #1202, New York, NY
ls776@cornell.edu
www.LeiAtLarge.com

RESEARCH INTERESTS

My research interests lie in the fields of accessibility, human computer interaction and design. Specifically, I am exploring how to combine novel sensing technologies and innovative design to help people.

EDUCATION

2014.8-Present **Ph.D. in Information Science**
Cornell University
Advisor: Shiri Azenkot

2010.9-2014.6 **B.Eng. in Electrical Engineering**
B.Eng. in Industrial Design
Zhejiang University
Graduated with two distinction awards on senior thesis

2013.6-2013.9 **Summer Research Program**
University of California, Davis

PUBLICATIONS

Lei Shi, Ross McLachlan, Yuhang Zhao, Shiri Azenkot. Magic Touch: Interacting with 3D Printed Graphics. In Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '16), 329-330.

Lei Shi, Idan Zelzer, Catherine Feng, Shiri Azenkot. Tickers and Talker: An Accessible Labeling Toolkit for 3D Printed Models. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI '16), 4896-4907.

Lei Shi. Talkabel: A Labeling Method for 3D Printed Models. In Proceedings of the ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '15), 361-362. ***1st Place, Student Research Competition***

EMPLOYMENT

2016.5-2016.8 **IBM Research,** Yorktown Heights, NY
Research Intern, Cognitive Environments and Cognitive Objects Group

2014.9-2015.9 **Cornell Tech,** New York, NY
Research Assistant
Teaching Assistant

2013.9-2013.11 **Wenzhou Electric Power Design Co., Ltd**, Wenzhou, China
Electrical Engineer Intern

RESEARCH EXPERIENCE

2016.5-2016.8 **IBM Research**
Converting Everyday Objects into Smart Controllers: We developed a novel technique that allows users to use passive everyday objects to control a smart environment. The technique was deployed at the Cognitive Environments

Laboratory.

2014.9-Present **Cornell Tech**
Always Accessible Input: We build novel interfaces that enable users to access and input information on the go. We use different sensors (e.g., EMG, IMU) and interaction techniques to connect users with smart devices.
Interactive Fabrication Tools: We use 3D printing to build education materials for blind students. We design and build tools that can make printed models more interactive and can explain themselves without specialized equipment.

2013.7-2013.9 **University of California, Davis**
Innovative Traditional Chinese Medicine App: We developed an iOS App that allows users to detect their health conditions by simply scanning their tongues.

TEACHING EXPERIENCE

2016.8-2106.12 **INFO 5305: Usability and User Experience Research**, Cornell Tech
Teaching Assistant

2015.1-2015.5
& 2016.1-2016.5 **INFO 6410: Human Computer Interaction and Design**, Cornell Tech
Teaching Assistant

2013.3/2013.10 **Interactive Game Design Workshop**, Zhejiang University
Lecturer, Basic Processing and Arduino Skills

HONORS

2015 First Place, Student Research Competition, ASSETS 2015

2015 AOL Fellow, Connected Experiences Lab, Cornell Tech

2015 Conference Travel Grant, Graduate School, Cornell University

2014 Distinguish Graduation Thesis Awards, Zhejiang University

2012 Outstanding Student Leader Award (2%), Zhejiang University

2011 First-Class Scholarship for Outstanding Students (<3%), Zhejiang University

SKILLS

Research:
Languages: Processing, Arduino, HTML, CSS, Python
Electronics: Arduino, Digital Signal Processor (DSP)
Design: Rhinoceros, Keyshot, Illustrator, Photoshop

Methods:
Qualitative Methods: Interviewing, Participatory Design
Quantitative Methods: Statistical Analysis, Hypothesis Testing
Design Methods: Profile and Scenario, Storyboard, Heuristic Evaluations

Communication:
Native Proficiency: Mandarin, Wenzhounese
Full Professional Proficiency: English
Elementary Proficiency: Japanese