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EDUCATION

University of Washington, Information School Ph.D. Human-Computer Interaction Advisor: Prof. Jacob O. Wobbrock	2016 – present
University of Washington, Information School M.S. Information Systems	2016 – 2018
University of Maryland Baltimore County M.S. Human-Centered Computing Advisor: Dr. Amy Hurst	2014 – 2016
University of Maryland Baltimore County B.S. Information Systems with a certificate in web development	2010 – 2014

AWARDS AND HONORS

[14] Microsoft Research support (\$5000)	2019
[13] UW iSchool Conference travel support (\$1200)	2019
[12] Microsoft Research support (\$5000)	2019
[11] UW iSchool Conference travel support (\$1200)	2018
[10] Microsoft Research support for Crowdlicit project (\$5000)	2018
[9] CHI 2018 Student volunteer registration fee	2018
[8] HCOMP Doctoral consortium travel grant	2017
[7] Microsoft Research support for Crowdlicit project (\$1000)	2017
[6] UAE AI and Robotics for good Competition Semi-Finalist (7th out of 664 international submissions)	2016
[5] ASSETS 2015 Best demo award	2015
[4] CHI 2015 Best paper award	2015
[3] W4A Best paper nomination	2015
[2] UMBC Graduate Student Association Research and Travel Grants	2015
[1] National Science Foundation LSAMP Bridge to the Doctorate Fellowship	2014 - 2016

PUBLICATIONS

Peer-Reviewed Conference Papers

- [9] **Ali, A. X.**, Morris, M. R., Wobbrock, J. O. 2019. Crowdlicit: A System for Conducting Distributed End-User Elicitation and Identification Studies. In 2019 CHI Conference on Human Factors in Computing Systems Proceedings (**CHI '19**), May 4–9, 2019, Glasgow, Scotland, UK. ACM, New York, NY, USA.
- [8] **Ali, A. X.**, Morris, M. R., Wobbrock, J. O. (2018). Crowdsourcing Similarity Judgments for Agreement Analysis in End-User Elicitation Studies. Proceedings of the ACM Symposium on User Interface Software and Technology (**UIST '18**). Berlin, Germany. New York: ACM Press, pp. 177-188.
- [7] Martin-Hammond, A., Hamidi, F., Bhalerao, T., Ortega, C., **Ali, A.**, Hornback, C., Means, C., Hurst, A. (2018). Designing an Adaptive Web Navigation Interface for Users with Variable Pointing Performance. Proceedings of the Web for All conference (**W4A '18**). Paris, France.

- [6] Morris, M. R., Fourney, **A., Ali, A.**, Vonessen, L. (2018). Understanding the Needs of Searchers with Dyslexia. Proceedings of the conference on Human Factors in Computing Systems (**CHI '18**). Montreal, CA. New York: ACM Press.
- [5] Rello, L., Ballesteros, M., **Ali, A.**, Serra, M., Alarcón, D., Bigham, J.P. (2016). Dyetective: Diagnosing risk of dyslexia with a game. Proceedings of **Pervasive Health '16**
- [4] Rello, L., Williams, K., **Ali, A.**, Cushen, N., Bigham, J.P. (2016) Towards a Multilingual Dyslexia Detection using Online Games. Proceedings of the Web for All conference (**W4A '16**).
- [3] **Ali, A.**, Kuber, R., Aviv, A.J. (2016). Developing and Evaluating a Gestural and Tactile Mobile Interface to Support User Authentication. Proceedings of the **iConference '16**.
- [2] Buehler, E., Branham, S., **Ali, A.**, Chang, J., Hofmann, M., Hurst, A., and Kane, S.K. (2015). Sharing is Caring: Assistive Technology Designs on Thingiverse. Proceedings of the conference on Human Factors in Computing Systems (**CHI '15**) **(Best paper award top 1%)**
- [1] Martin-Hammond, A., **Ali, A.**, Hornback, C., Hurst, A. (2015). Understanding Design Considerations for Adaptive User Interfaces for Accessible Pointing with Older and Younger Adults. Proceedings of the Web for All conference (**W4A '15**). Florence, Italy. **(Best paper nomination)**

Peer-Reviewed Conference Notes




- [7] Fourney, A., Morris, M.R., **Ali, A.**, Vonessen, L. (2018). Assessing the Readability of Web Search Results for Searchers with Dyslexia. Proceedings of **SIGIR '18**. Ann Arbor, MI.
- [6] Rello, L., Romero, E., Rauschenberger, M., **Ali, A.**, Williams, K., Bigham, J.P., Cushen White, N. (2018). Screening Dyslexia for English Using HCI Measures and Machine Learning. ACM **Digital Health 2018**
- [5] Martin-Hammond, A., Hamidi, F., Bhalerao, T., **Ali, A.**, Hornback, C., Means, C., Hurst, A. (2017). The Participatory Design of an Adaptive Interface to Support Users with Changing Pointing Ability. ACM **ASSETS 2017**.
- [4] Martin-Hammond, A., **Ali, A.**, Means, C., Hornback, C., Hurst, A. Supporting Awareness of Pointing Behavior among Diverse Groups. **Pervasive Health 2016**
- [3] **Ali, A.** (2015). Sequential Gestural Passcodes on Google Glass. ACM **ASSETS 2015** Student Research Competition
- [2] Rello, L., **Ali, A.**, Bigham, J.P. (2015). Dyetective: Toward a Game to Detect Dyslexia. Proceedings of the ACM **ASSETS '15** **(Best demo award)**
- [1] **Ali, A.**, Kuber, R., Aviv, A.J. (2015) "H4Plock: Supporting Mobile User Authentication through Gestural Input and Tactile Output. Proceedings of the **Symposium on Usable Privacy and Security 2015**

Doctoral Consortium

- [2] **Ali, A.** The Crowd: Participant and Researcher. Utilizing Online Crowds to Run and Analyze Elicitation Studies. **DUB Group 2018**.
- [1] **Ali, A.** Crowdlicit: Towards a Platform for Crowd-Based Design. AAAI **HCOMP 2017**.

TALKS AND PRESENTATIONS

- [12] The Crowd: Participant and Researcher. Utilizing Online Crowds to Run and Analyze Elicitation Studies. 2018
DUB Group 2nd Doctoral Colloquium. Seattle, WA.
- [11] From the Lab to the Crowd: Scaling End-User Elicitation Studies for Crowd-Based Design – UW iSchool Research fair 2018
- [10] Crowdlicit: A Platform for Crowd-Based Elicitation Studies. HCOMP Doctoral Consortium Quebec City 2017
- [9] Research Projects from the Mobile + Accessible Design Lab. Presentation to the Chief Accessibility Officer of Microsoft Corporation and the Chief Scientist of Microsoft Research. Redmond, WA 2017
- [8] From the Lab to the Crowd: Scaling End-User Elicitation Studies for Crowd-Based Design – UW iSchool Research fair 2017

[7]	Dytective: A Game for Detecting Dyslexia. UMBC Graduate Research Conference	2016
[6]	Dytective: A Game for Detecting Dyslexia. 7th place at International AI & Robotics for good competition	2016
		
[5]	Dytective: A Game for Detecting Dyslexia. ACM ASSETS 2015 demos	2015
		
[4]	Understanding Design Considerations for Adaptive User Interfaces for Accessible Pointing with Older and Younger Adults. W4A conference delegates award demo	2015
		
[3]	Notification Design Preferences for an Adaptive Pointing User Interface. Graduate Research Conference at UMBC	2015
[2]	Adaptive User Interfaces. Undergraduate Research and Creative Achievement Day at UMBC	2014
[1]	Adaptive User Interfaces. Information Systems Research Poster Contest at UMBC	2014

EMPLOYMENT EXPERIENCE

University of Washington, Information School Graduate Researcher – MAD Lab Advisor: Prof. Jacob O. Wobbrock	Aug 2016 - present
Ajwa Date Delicacies Co-founder and CCO (Chief Creative Officer)	2018 - present
Apple (Cupertino) Research intern working on an undisclosed project Siri's Advanced Development Group	Jun 2019 – Sep 2019
Microsoft Research (Redmond) Research Intern Supervisors: Dr. Meredith Ringel Morris, Dr. Adam Fourney	Jun 2018 – Sep 2018
Carnegie Mellon University Visiting Researcher – BIG Lab Supervisors: Dr. Luz Rello, Dr. Jeffery P. Bigham	Jun 2015 – Feb 2016
University of Maryland Baltimore County Research Assistant – PAD Lab Advisor: Dr. Amy Hurst	Jan 2014 – Aug 2016

Software

CROWDESIGN Engine A platform for conducting distributed User-Driven Design.	http://crowdesignengine.com
Crowdlicit A tool for conducting distributed end-user elicitation and identification studies.	
Crowdsensus A tool for analyzing elicitation study results using online crowds and machine learning.	
Dytective Co-creator of Dytective - a game that detects dyslexia using machine learning.	
DareDevil A prototype using a web-browser plug-in and Google Glass as an auxiliary device to aid individuals with visual impairments to log-in securely on the web.	
H4PLock	

A mobile phone authentication prototype that uses sequences of invisible user-generated gestures.

Pinata

A web-browser plug-in that detects when and notify a user when they are having trouble pointing.

TEACHING EXPERIENCE

Teaching Assistant University of Washington, Information School IMT 596a Winter Capstone (MSIM Master's Program)	Jan 2019 – Mar 2019
Teaching Assistant University of Washington, Information School INFO 360 Design Thinking (undergraduate)	Aug 2018 – Dec 2018
Teaching Assistant University of Washington, Information School INFO 360 Design Thinking (undergraduate)	Jan 2018 – Mar 2018
Instructor University of Washington, Information School INFO 360 Design Thinking (undergraduate)	Sep 2017 – Dec 2017
Teaching Assistant University of Washington, Information School INFO 463 Input and Interaction (undergraduate)	Mar 2017 – Jun 2017
Teaching Assistant University of Washington, Information School INFO 360 Design Thinking (undergraduate)	Jan 2017 – Mar 2017
Teaching Assistant University of Washington, Information School INFO 360 Design Thinking (undergraduate)	Sep 2016 – Dec 2016
Teaching Assistant University of Maryland Baltimore County IS 498 3D Printing workshop	Feb 2016 – May 2016
Guest Lecturer University of Maryland Baltimore County IS 101 Lecture on web technologies and development	Apr 2015

MENTORING

Aditya Harish Nayak , MSIM. Information School. University of Washington.	Jun 2019 – present
Nathan Lipiarski , Undergraduate. Computer Science & Engineering. University of Washington	Nov 2018 – Mar 2019
Huiru Luo , MSIM. Information School. University of Washington.	Jun 2018 – Aug 2018
Erin McAweeney , MSIM. Information School. University of Washington.	2016 – 2018
Mingrui Zhang , Ph.D. Information School. University of Washington	Sep 2017 – Dec 2017

PRESS AND BLOG MENTIONS

<u>iSchool ACE Lab challenges the lack of accessibility in technology</u>	10/28/2019
<u>In between the lines: Broadening access to web search by understanding the needs of people with dyslexia</u>	7/9/2018
<u>Find out if you are at risk of dyslexia in 15 minutes</u>	11/31/2015
<u>CMU Researchers Earn Honors at ASSETS</u>	11/12/2015
<u>Change Dyslexia: Early Detection and Intervention At large Scale</u>	10/8/2015

Motorized Longboard project at the Baltimore Hackathon.

9/22/2015

Change Dyslexia and the Dyetective project on the news in Spain.

9/17/2015

SERVICE AND VOLUNTEERING

UIST 2019 - reviewer	2019
CHI 2019 Late Breaking Work - reviewer	2019
CHI 2019 - reviewer	2019
EICS 2018 - reviewer	4/2018
UW iSchool social chair	6/2017 – 6/2018
MobileHCI 2017 Late Breaking Work - reviewer	2017
ASSETS Organizing Committee - Graphics Chair	2017
UW iSchool social committee	9-6/2017
ASSETS - secondary reviewer (Full papers and posters)	6/2016
UIST 2016 - secondary reviewer	5/2016
UMBC HCIS graduate organization - Communications officer	2-5/2016
CHI 2015 Work in Progress - Secondary reviewer	2/2015
Arbutus Senior Center - Technology Instructor	9-12/2014