## Boyang "Albert" Li, Ph.D.


CONTACT INFORMATION

School of Computer Science and Engineering,
Nanyang Technological University,
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EDUCATION

**Georgia Institute of Technology**, Atlanta, GA

Ph.D., Computer Science, November 2014

- Dissertation: *Learning Knowledge to Support Domain-Independent Narrative Intelligence*
- Advisor: Dr. Mark O. Riedl

**Nanyang Technological University**, Singapore

B.E., Computer Engineering, June 2008

- First-Class Honors, Minor in Business

PROFESSIONAL EXPERIENCES

**Associate Professor** — Nov '20 to Present
School of Computer Science and Engineering,
Nanyang Technological University,
Singapore

**Visiting Scientist** — Nov '19 to Nov '20
Alibaba-NTU Joint Research Institute,
Singapore

**Senior Research Scientist** — Jul '18 to Oct '19
Baidu Research,
Sunnyvale, CA

**Senior Research Scientist** — Jan '18 to Jul '18
Liulishuo (LingoChamp) Silicon Valley AI Lab,
San Mateo, CA

**Research Scientist** — Jun '15 to Dec '17
Disney Research, Pittsburgh, PA

**Post-Doctoral Researcher** — Jan '15–Jun '15
Disney Research, Pittsburgh, PA

**Graduate Research Assistant** — Aug '09–Dec '14
School of Interactive Computing,
Georgia Institute of Technology, Atlanta, GA

**AI Consultant** — Jun–Aug '11, May–Aug '10
Walt Disney Imagineering, via Caseworks LLC

**Research Assistant** — Jun '08–May '09
School of Computer Engineering,
Nanyang Technological University, Singapore
Supervisor: Dr. Chunyan Miao

**Programmer** — Jan-Jun '07
Philips Electronics, Singapore

## Refereed Journal Publications

1. Adam Noack, Isaac Ahern, Dejing Dou, and **Boyang Li**. An Empirical Study on the Relation between Network Interpretability and Adversarial Robustness. *Springer Nature Computer Science*, 2(32). 2021.

2. Guoyun Tu, Yanwei Fu, **Boyang Li**, Jiarui Gao, Yu-Gang Jiang, and Xiangyang Xue. A Multi-task Neural Approach for Emotion Attribution, Classification and Summarization. *IEEE Transaction on Multimedia*. 2019.

3. Ng Annalyn, Maarten Bos, Leonid Sigal, **Boyang Li**. Predicting Personality from Book Preferences with User-Generated Content Labels. *IEEE Transaction on Affective Computing*. 2018.

4. Baohan Xu, Yanwei Fu, Yu-Gang Jiang, **Boyang Li**, and Leonid Sigal. Heterogeneous Knowledge Transfer in Video Emotion Recognition, Attribution and Summarization. *IEEE Transaction on Affective Computing*. 2016.

5. **Boyang Li**. Humor: A Dynamic and Dual-Process Theory with Computational Considerations. *Advances in Cognitive Systems*, 4:57–74, 2016.

6. Jun Ji, Han Yu, **Boyang Li**, Huiguo Zhang. Learning Chinese Characters with Gestures. *International Journal of Information Technology*. 19(1), 2013.

7. **Boyang Li**, Stephen Lee-Urban, D. Scott Appling and Mark O. Riedl. Crowdsourcing Narrative Intelligence. *Advances in Cognitive Systems*. 2:25–42, 2012.

8. Yundong Cai, Chunyan Miao, Ah-Hwee Tan, Zhiqi Shen, and **Boyang Li**, Creating an Immersive Game World with Evolutionary Fuzzy Cognitive Maps, *IEEE Computer Graphics and Applications*, 30(2):58–70, 2010.

## Refereed Full Conference Publications

1. Yuanyuan Chen, **Boyang Li**, Han Yu, Pengcheng Wu, and Chunyan Miao. HyDRA: Hypergradient Data Relevance Analysis for Interpreting Deep Neural Networks. In *The 35th AAAI Conference on Artificial Intelligence (AAAI)*. Virtual Conference. 2021. (Acceptance Rate: 21.4%)

2. Jianan Wang, **Boyang Li**, Xiangyu Fan, Jing Lin, and Yanwei Fu. Data-efficient Alignment of Multimodal Sequences by Aligning Gradient Updates and Internal Feature Distributions. In *The IEEE Winter Conference on Applications of Computer Vision (WACV)*. Virtual Conference. 2021.

3. Hannah Kim, Denys Katerenchuk, Daniel Billet, Jun Huan, Haesun Park, **Boyang Li**. Understanding Actors and Evaluating Personae with Gaussian Embeddings. In *The 33rd AAAI Conference on Artificial Intelligence*. Honolulu, Hawaii. 2019. (Acceptance Rate: 16.1%)

4. Pelin Dogan, **Boyang Li**, Leonid Sigal, Markus Gross. LSTM stack-based Neural Multi-sequence Alignment TeCHnique (NeuMATCH). In *The Conference on Computer Vision and Pattern Recognition (CVPR)*. Salt Lake City, Utah. 2018. (Spotlight, Acceptance: 6.8%)

5. **Boyang Li**, Beth Cardier, Tong Wang and Florian Metze. Annotating High-Level Structures of Short Stories and Personal Anecdotes. In *The 11th Language Resources and Evaluation Conference (LREC)*. Miyazaki, Japan. 2018.

6. Sasha Azad, Jingyang Xu, Haining Yu and **Boyang Li**. Scheduling Live Interactive Narratives with Mixed-Integer Linear Programming. In *The 13th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. Snowbird, Utah. 2017. (Acceptance Rate: 25.0%)

7. James Kennedy, Iolanda Leite, Andre Pereira, Ming Sun, **Boyang Li**, Rishub Jain, Ricson Cheng, Eli Pincus, Elizabeth Carter and Jill Fain Lehman. Learning and Reusing Dialog for Repeated Interactions with a Situated Social Agent. In *the 17th International Conference on Intelligent Virtual Agents (IVA)*. Stockholm, Sweden. 2017. (Acceptance Rate: 18.8%)

8. Tong Wang, Ping Chen, and **Boyang Li**. Predicting the Quality of Short Narratives from Social Media. In *the 26th International Joint Conference on Artificial Intel-ligence (IJCAI)*. Melbourne, Australia. 2017. (Acceptance Rate: 25.9%)

9. Matthew Guzdial, **Boyang Li**, and Mark O. Riedl. Game Engine Learning from Video. In *the 26th International Joint Conference on Artificial Intelligence (IJCAI)*. Melbourne, Australia. 2017. (Acceptance Rate: 25.9%)

10. Ming Sun, Iolanda Leite, Jill Fain Lehman, and **Boyang Li**. Collaborative Storytelling between Robot and Child: A Feasibility Study. In *the 16th ACM SIGCHI Interaction Design and Children Conference*. Stanford, CA. 2017.

11. Iolanda Leite, André Pereira, Allison Funkhouser, **Boyang Li**, and Jill Fain Lehman. Semi-situated Learning of Verbal and Nonverbal Content for Repeated Human-Robot Interaction. In *the 18th ACM International Conference on Multimodal Interaction*. Tokyo, Japan. 2016.

12. Rogelio Cardona-Rivera and **Boyang Li**. PlotShot: Generating Discourse-constrained Stories around Photos. In *the 12th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*. Burlingame, CA. 2016. (Acceptance Rate: 27.7%)

13. Baohan Xu, Yanwei Fu, Yu-Gang Jiang, **Boyang Li** and Leonid Sigal. Video Emotion Recognition with Transferred Deep Feature Encodings. In *the 2016 ACM International Conference in Multimedia Retrieval*. New York, NY. 2016. (Acceptance Rate: 18%)

14. **Boyang Li**. A Dynamic and Dual-Process Theory of Humor. In *the 3rd Annual Conference on Advances in Cognitive Systems*. Atlanta, GA. 2015.

15. Matthew Guzdial, Brent Harrison, **Boyang Li**, and Mark O. Riedl. Crowdsourcing Open Interactive Narrative. In *the 10th International Conference on the Founda-tions of Digital Games*. Pacific Grove, CA. 2015.

16. **Boyang Li**, Mohini Thakkar, Yijie Wang and Mark O. Riedl. Storytelling with Adjustable Narrator Style and Sentiments. In *the 7th International Conference on Interactive Digital Storytelling*. Singapore. 2014. (Acceptance Rate: 29%)

17. **Boyang Li**, Stephen Lee-Urban, George Johnston, and Mark O. Riedl. Story Generation with Crowdsourced Plot Graphs. In *the 27th AAAI Conference on Artificial Intelligence*. Bellevue, Washington. 2013. (Acceptance Rate: 29%)

18. **Boyang Li**, Alexander Zook, Nicholas Davis, and Mark O. Riedl. Goal-Driven Conceptual Blending: A Computational Approach for Creativity. In *the 3rd International Conference on Computational Creativity*. Dublin, Ireland. 2012. (Acceptance Rate: 50%)

19. **Boyang Li** and Mark O. Riedl. Creative Gadget Design in Fictions: Generating Novel Object Types in Blended Spaces. In *the 8th ACM Conference on Creativity and Cognition*. Atlanta, Georgia. 2011. (Acceptance Rate: 23%) (Panel Presentation: 6%)

20. Nicholas Davis, **Boyang Li**, Brian O'Neill, Mark Riedl, and Michael Nitsche. Distributed Creative Cognition In Digital Filmmaking. In *the 8th ACM Conference on Creativity and Cognition*. Atlanta, Georgia. 2011. (Acceptance Rate: 23%) **(Best Student Paper)**

21. James Niehaus, **Boyang Li** and Mark O. Riedl. Automated Scenario Adaptation in Support of Intelligent Tutoring Systems. In *the 24th Conference of the Florida Artificial Intelligence Research Society*, 2011. (Acceptance Rate: 50%)

22. **Boyang Li** and Mark O. Riedl. An Offline Planning Approach to Game Plotline Adaptation. In *the 6th Conference on Artificial Intelligence for Interactive Digital Entertainment*, 45-50. Palo Alto, CA. 2010. (Acceptance Rate: 29%)

23. **Boyang Li**, Yew-Soon Ong, Minh Nghia Le, Chi Keong Goh, Memetic Gradient Search, In *IEEE Congress on Evolutionary Computation*, 2894-2901. Hong Kong. 2008.

## Refereed Conference Posters

1. Yi Luan, Yangfeng Ji, Hannaneh Hajishirzi, and **Boyang Li**. Multiplicative Representations for Unsupervised Semantic Role Induction. In *the 54th Annual Meeting of the Association for Computational Linguistics*. Berlin, Germany. 2016.

2. **Boyang Li**, Mohini Thakkar, Yijie Wang, and Mark O. Riedl. Data-Driven Storytelling Agents with Adjustable Personal Traits and Sentiments. In *the 14th International Conference on Intelligent Virtual Agents*. Boston, MA, 2014.

3. **Boyang Li**, Stephen Lee-Urban, and Mark O. Riedl. Crowdsourcing Interactive Fiction Games. In *the 8th International Conference on the Foundations of Digital Games*, Chania, Greece, 2013.

4. **Boyang Li**. Narrative Intelligence Without (Domain) Boundaries. In *Doctoral Consortium, the 8th Annual Conference on Artificial Intelligence and Interactive Digital Entertainment*. Palo Alto, CA. 2012.

5. Mark O. Riedl, **Boyang Li**, Hua Ai, and Ashwin Ram. Robust and Authorable Multiplayer Interactive Narrative Experiences. In *the 7th Annual Conference on Artificial Intelligence and Interactive Digital Entertainment*. Palo Alto, CA, 2011.

6. **Boyang Li**, Han Yu, Zhiqi Shen, Chunyan Miao, Evolutionary Organizational Search, In *the 8th International Conference on Autonomous Agents and Multiagent Systems*, 1329-1330, Budapest, Hungary. 2009.

7. Hock Beng Lim, Keck Voon Ling, Wenqiang Wang, Yuxia Yao, Mudasser Iqbal, **Boyang Li**, Xiaonan Yin, Tarun Sharma, The National Weather Sensor Grid. In *SenSys*, 369-370, 2007.

## Refereed Workshop Publications

1. Xu Guo, Pengwei Xing, Siwei Feng, **Boyang Li**, and Chunyan Miao. Federated Learning with Diversified Preference for Humor Recognition. In *The International Workshop on Federated Learning for User Privacy and Data Confidentiality in Conjunction with IJCAI (FL-IJCAI 2020)*. 2020.

2. Matthew Guzdial, Nathan Sturtevant and **Boyang Li**. Deep Static and Dynamic Level Analysis: A Study on Infinite Mario. In *The 3rd Experimental AI in Games Workshop*, Burlingame, CA. 2016.

3. **Boyang Li**, Mohini Thakkar, Yijie Wang, and Mark O. Riedl. Data-Driven Alibi Story Telling for Social Believability. In *the Social Believability in Games Workshop*, Fort Lauderdale, FL. 2014.

4. **Boyang Li**, Stephen Lee-Urban, and Mark O. Riedl. Toward Autonomous Crowd-Powered Creation of Interactive Narratives. In *the 5th Workshop on Intelligent Narrative Technologies*, Palo Alto, CA, 2012.

5. **Boyang Li**, D. Scott Appling, Stephen Lee-Urban, and Mark O. Riedl. Learning Sociocultural Knowledge via Crowdsourced Examples. In *the 4th AAAI Workshop on Human Computation*, Toronto, Canada, 2012.

6. **Boyang Li**, Stephen Lee-Urban, D. Scott Appling, and Mark O. Riedl. Automatically Learning to Tell Stories about Social Situations from the Crowd. In *the LREC 2012 Workshop on Computational Models of Narrative*, 2012.

7. **Boyang Li** and Mark O. Riedl. A Phone That Cures Your Flu: Generating Imaginary Gadgets in Fictions with Planning and Analogies. In *the 4th Workshop on Intelligent Narrative Technologies*, Palo Alto, CA, 2011.

8. Mark O. Riedl and **Boyang Li**. Creating Customized Virtual Experiences by Leveraging Human Creative Effort: A Desideratum. In *the AAMAS'10 Workshop on Collaborative Human/AI Control for Interactive Experiences*, Toronto, Canada, 2010.

9. **Boyang Li** and Mark O. Riedl. Planning for Individualized Experiences with Quest-Centric Game Adaptation. In *the ICAPS'10 Workshop on Planning in Games*, Toronto, Canada, 2010.

## Preprints and Technical Reports

1. Sherif Abdelkarim, Panos Achlioptas, Jiaji Huang, **Boyang Li**, Kenneth Church, and Mohamed Elhoseiny. Long-tail Visual Relationship Recognition with a Visiolinguistic Hubless Loss. arXiv:2004.00436

2. Yixiao Lan, Yuan Liu, and **Boyang Li**. Proof of Learning (PoLe): Empowering Machine Learning with Consensus Building on Blockchains. arXiv:2007.15145

3. Xin Zhou, Dejing Dou, and **Boyang Li**. Searching for Stage-wise Neural Graphs In the Limit. arXiv:1912.12860

4. Isaac Ahern, Adam Noack, Luis Guzman-Nateras, Dejing Dou, **Boyang Li**, Jun Huan. NormLime: A New Feature Importance Metric for Explaining Deep Neural Networks. arXiv:1909.04200

## Conference Demos

1. Yixiao Lan, Yuan Liu, **Boyang Li**, Chunyan Miao. Proof of Learning (PoLe): Empowering Machine Learning with Consensus Building on Blockchains (Demo). In *The 35th AAAI Conference on Artificial Intelligence*. Virtual Conference. 2021.

2. **Boyang Li** and Mark O. Riedl. Scheherazade: Crowd-Powered Interactive Narrative Generation. In *The 29th AAAI Conference on Artificial Intelligence*. Austin, TX. 2015.

3. Huiliang Zhang, Zhiqi Shen, Xuehong Tao, Chunyan Miao, **Boyang Li**, Ailiya, Yundong Cai. Emotional agent in serious game (DINO). In *The 8th International Conference on Autonomous Agents and Multiagent Systems*. Budapest, Hungary. 2009.

## Book Chapter

1. **Boyang Li** and Mark O. Riedl. Creating Customized Game Experiences by Leveraging Human Creative Effort: A Planning Approach. In *Agents for Games and Simulations II*. Frank Dignum (Ed.) LNAI 6525. 99-116, 2011.

## Patents Filed

1. Alignment of video and textual sequences for metadata analysis. US Patent App. 16/786,804.
2. Joint understanding of actors, literary characters, and movies. US Patent App. 16/057,440.
3. Systems and methods for determining semantic roles of arguments in sentences. US Patent App. 15/160,394.

## Patents Issued

1. Alignment of video and textual sequences for metadata analysis. US Patent App. 16/028,183. Issued on Feb 11, 2020.
2. Dialog knowledge acquisition system and method. US Patent App. 15/397,659. Issued on Dec 25, 2018.

## Awards

Best Application Award
- FL-IJCAI'20 Workshop 2020

Outstanding Program Committee Member, Nominated
- The 25$^{th}$ International Joint Conference on Artificial Intelligence (IJCAI) 2016

Best Program Committee Member, Honorable Mention
- The 10$^{th}$ Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) 2014

Travel Award
- The 27$^{th}$ AAAI Conference on Artificial Intelligence 2013

Best Student Paper
- The 8th ACM Conference on Creativity and Cognition 2011

Dean's List
- Nanyang Technological University 2004–2008

## Teaching

**CZ/CE1104 - Linear Algebra for Computing** Spring '21
Nanyang Technological University
- Lab sessions for 2 groups of 60+ students

**CZ/CE1107 - Data Structures and Algorithms** Spring '21
Nanyang Technological University
- Biweekly tutorials for 5 groups of 150+ students
- Lab sessions for 2 groups of 60+ students

**CS 3600 - Introduction to Artificial Intelligence** Summer '13
Georgia Institute of Technology
- Teaching assistant for 27 students.
- Overall student rating 4.25 / 5.
- Covered the entire machine learning section.

**CS 3600 - Introduction to Artificial Intelligence** Spring '14
Georgia Institute of Technology
- Three guest lectures on genetic algorithms, MDPs, and computational creativity for more than 100+ students.

## Supervised Postdoc and Engineers

Zhao Junqi (Research Engineer at Alibaba-NTU Joint Research Institute) 2017

Ashutosh Modi (Post Doc at Disney Research) 2017

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|---|---|---|
| | Sai Prabhakar Pandi Selvaraj (Research Associate at Disney Research) | 2017 |
| | Ming Sun (Post Doc at Disney Research) | 2016-2017 |
| Supervised Students | Liew Zi Qin (Ph.D. at NTU) | 2020-2021 |
| | Anthony Tiong Meng Huat (Ph.D. at NTU) | 2021 |
| | Xia Yu (Master of Science in Artificial Intelligence at NTU) | 2021 |
| | Yijie "Jimmy" Wang (B.S. Computer Science at Georgia Tech) | 2013–2014 |
| | Mohini Thakkar (M.S. Computer Science at Georgia Tech) | 2013–2014 |
| | John P. Rafferty (B.S. Computer Science at Georgia Tech) | 2013 |
| Ph.D. Student Collaborators | Chen Yuanyuan (Ph.D. at NTU) | 2020-2021 |
| | Liu Chang (Ph.D. at NTU) | 2020-2021 |
| | Zhang Yinan (Ph.D. at NTU) | 2020-2021 |
| | Guo Xu (Ph.D. at NTU) | 2020-2021 |
| | Isaac Ahern (Ph.D. at Oregon State Univ.) | 2019-2021 |
| | Adam Noack (Ph.D. at Oregon State Univ.) | 2019-2020 |
| Supervised Interns | Han Guo (Intern at Baidu Research) | 2019 |
| | Pradyumna Vijay Tambwekar (Intern at Baidu Research) | 2018 |
| | Huijuan Xu (Intern at Disney Research) | 2017 |
| | Hannah Kim (Intern at Disney Research) | 2017 |
| | Denys Katerenchuk (Intern at Disney Research) | 2017 |
| | Sasha Azad (Intern at Disney Research) | 2016-2017 |
| | Erva Ulu (Intern at Disney Research) | 2016-2017 |
| | Matthew Guzdial (Intern at Disney Research) | 2016 |
| | Tong Wang (Intern at Disney Research) | 2016 |
| | Rogelio Cardona-Rivera (Intern at Disney Research) | 2016 |
| | Yi Luan (Intern at Disney Research) | 2015 |
| Service | Co-Chair | |
| | • The 8th Intelligent Narrative Technologies Workshop (INT) | 2015 |
| | Proceedings Co-Chair | |
| | • The 10th International Conference on the Foundations of Digital Games (FDG) | 2015 |
| | • The 9th International Conference on the Foundations of Digital Games (FDG) | 2014 |

Journal Reviewer

- IEEE Intelligent Systems 2020
- IEEE Transactions on Affective Computing 2019
- Journal of Discourse and Dialogue 2017, 2018
- The IEEE Transaction on Computational Intelligence and AI in Games (TCIAIG) 2012, 2015, 2016
- Virtual Reality (Springer Journal) 2015

Program Committee Member

- The International Conference on Computer Vision (ICCV) (2021)
- The IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) (2021)
- The AAAI Conference on Artificial Intelligence (AAAI) (2019-2021)
- The International Joint Conference on Artificial Intelligence (IJCAI) (2016-2020)
- The Annual Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies (NAACL-HLT) (2018)
- The International Conference on Autonomous Agents and Multiagent Systems (AAMAS) (2016)
- The AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) (2014-2020)
- The Foundation of Digital Games Conference (FDG) (2014-2018)
- The International Conference on Interactive Digital Storytelling (ICIDS) (2016-2019)
- The Experimental AI for Games Workshop (EXAG) (2014, 2018)

Conference Webmaster

- The 8$^{\text{th}}$ Annual AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE) 2012

Student Volunteer

- The 27$^{\text{th}}$ AAAI Conference on Artificial Intelligence
- The 2013 Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies (NAACL: HLT)

Library Graduate Advisor Board, Georgia Tech 2011 to 2014

- Acted as communication channel between students and the library
- Reviewed the library budget and and planned for its renovation
- Developed plans to employ AI and HCI techniques to meet the information needs of library users

Judge for the Undergraduate Research Symposium 2011, 2013

## Invited Talks

Webank-NTU Joint Research Center Machine Learning Virtual Workshop Nov '20
Title: *Beyond End-to-end Training?*

Northeastern University, China (Virtual) Jun '20
Title: *Computational Narrative Intelligence.*

Webank-NTU Joint Research Center Workshop Jan '20
Title: *Interpreting and Defending Neural Networks.*

Indian Institute of Technology Patna (Virtual) Jan '20
Title: *Computational Narrative Intelligence.*

Alibaba Hangzhou Jan '20
Title: *Computational Narrative Intelligence.*

School of Software, Shandong University — Jan '20
Title: *Computational Narrative Intelligence.*

Xiaomi Corporation — Jan '20
Title: *Computational Narrative Intelligence.*

Stanford University, mediaX Culture and AI Symposium — Oct '18
Title: *AI-Powered Interactive Media: The Verge of a New Era*

University of Utah — Oct '17
Title: *Computational Narrative Intelligence at Disney*

Disney Consumer Products and Interactive — Oct '16
Title: *Deciphering the Success of Google's AlphaGo*

University of Utah — Apr '15
Title: *Learning Knowledge to Support Domain-Independent Narrative Intelligence*

University of Iowa — Apr '15
Title: *Learning Knowledge to Support Domain-Independent Narrative Intelligence*

North Carolina State University — Mar '15
Title: *Learning Knowledge to Support Domain-Independent Narrative Intelligence*

Singapore University of Technology and Design — Jul '14
Title: *Computational Narrative Intelligence: Connecting Symbolic and Statistical Methods*

Nanyang Technological University — Jan '13
Title: *Computational Narrative Intelligence*

## Press Coverage

*36Kr*: 我有好酒, 但社交平台有好故事吗？现在让迪士尼用新的AI技术帮你挖掘！ Retrieved at https://36kr.com/p/5089778.html

Web担当者Forum: この文章はウケる？ウケない？文章を評価するAIをDisney Researchが発表. November 9, 2017. Retrieved at https://webtan.impress.co.jp/e/2017/11/09/27361

*ACM TechNews*: A Good Read: AI Evaluates Quality of Short Stories. August 24, 2017. Retrieved at https://cacm.acm.org/news/220486-a-good-read-ai-evaluates-quality-of-short-stories/fulltext

Sina Tech News (新浪科技): 迪士尼开始用人工智能预测短篇故事流行程度. August 22, 2017. Retrieved at http://tech.sina.com.cn/i/2017-08-22/doc-ifykcppy0220801.shtml

*Engadget*: Disney Research taught AI how to judge short stories. August 21, 2017. Retrieved at https://www.engadget.com/2017/08/21/disney-research-taught-ai-to-judge-short-stories/

*Techcrunch*: Disney experiments look to make kid-robot interactions more natural. June 26, 2017. Retrieved at https://techcrunch.com/2017/06/26/disney-experiments-look-to-make-kid-robot-interactions-more-natural/

*Inside the Magic*: Disney Research experimenting with interactive, storytelling robots to better connect with children. June 27, 2017. Retrieved at http://www.insidethemagic.net/2017/06/disney-research-experimenting-interactive-storytelling-robots-better-connect-children/

*New Scientist*: Automatic authors: Making machines that tell tales. Issue 2990. October 13, 2014.

*The Guardian*: Once upon a bot: can we teach computers to write fiction? November 11, 2014. Retrieved at http://www.theguardian.com/books/2014/nov/11/can-computers-write-fiction-artificial-intelligence

*Gizmag.com*: Creative AI: Teaching computers to be reporters and storytellers. February 9, 2015. Retrieved at http://www.gizmag.com/creative-ai-automated-writing-storytelling/35989/

*Science Friday, National Public Radio*: Rise of the Bot Author. March 13, 2015. Retrieved at http://sciencefriday.com/segment/03/13/2015/rise-of-the-bot-author.html

*Inside the Black Box, WREK Atlanta 91.1FM*: It's a Funny Story. July 1, 2015.

*Motherboard*: This AI Creates Interactive Fiction by Reading Other People's Stories. September 2, 2015. Retrieved at http://motherboard.vice.com/read/this-ai-creates-interactive-fiction-by-reading-other-peoples-stories

*Popular Science*: Algorithm Turns Fiction Into Interactive Games. September 3, 2015. Retrieved at http://www.popsci.com/algorithm-helps-you-write-an-interactive-fiction-story

## Software Projects

*Scalpl*: A partial-order planner in Scala.

## Languages

| | |
|---|---|
| Mandarin Chinese | Bilingual / Native |
| English | Bilingual / Native |