Yi Li | Curriculum Vitae

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Education

- **University of Louisville** — **Louisville, KY, USA**
  Ph.D Computer Science and Engineering, GPA: 3.88/4.0 — *2012–Present*
- **University of Louisville** — **Louisville, KY, USA**
  M.S. Computer Engineering and Computer Science, GPA: 3.8/4.0 — *2010–2012*
- **Communication University of China** — **Beijing, China**
  B.S. Optical Information and Technology, GPA: 3.6/4.0 — *2006–2010*

Professional Experience

- **Graduate Teaching Assistant** — **Louisville, KY, USA**
  Department of Computer Engineering and Computer Science — *Aug. 2014–Present*
  - Coordinator and co-instructor for Program Design in C/C++;
  - Developing virtual reality in Unity hosted by Oculus Rift DK2 to evoke emotional responses;
  - Measuring user physiological reactivity;
  - Proposing new mechanism of interactive game design with affective.
- **Graduate Researching Assistant** — **Louisville, KY, USA**
  Visualization and Intensive Graphics Lab — *Aug. 2010–May. 2012*
  - Assisted visualization research on Xbox, Kinect and Unity 3D projects;
  - Developed a hand gesture recognition system with Xbox Kinect Sensor;
  - Published two papers based on the research and obtained MS degree.
- **Communication University of China** — **Beijing, China**
  Student Research Project Leader — *Sep. 2008–Jun. 2010*
  - Obtained funding from Undergraduate Innovative Experiment Program of China;
  - Led a group of five students under direction of a professor, doing research on optical film;
  - Obtained BS degree based on the research result.

Awards

- **Recipient of Graduate Research Fund** — **University of Louisville**
  GSC Executive Committee — *Mar. 2015*
- **Second Place of Best Student Paper Award** — **CGames USA 2014 Conference**
  TCSIM IEEE Best Student Paper Award — *Jul. 2014*

- **Provost Fellowship Recipient** — **University of Lousville**
  The most prestigious university-wide scholarship at University of Louisville — *Aug. 2012–Jul. 2014*
- **CECS Master of Science Award** — **University of Lousville**
  Highest cumulative scholastic standing in the departmental MS program — *Apr. 2012*
- **Third Grade Scholarship** — **Communication University of China**
  Scholarship for the most outstanding undergraduates — *Oct. 2009*
- **Second Grade Scholarship** — **Communication University of China**
  Scholarship for the most outstanding undergraduates — *Oct. 2008; Oct. 2007*
- **"Three-Good" Student Award** — **Communication University of China**
  For students who are good in study, moral and health — *Oct. 2008; Oct. 2007*

Publications

- Li, Y., Elmaghraby, A. S., El-Baz, A. S., Casanova, M. F., & Sokhadze, E. M. (2016, December). *"Virtual Reality as a Tool for Investigation of Autonomic Reactivity in Autism"*. In APPLIED PSYCHOPHYSIOLOGY AND BIOFEEDBACK (Vol. 41, No. 4, pp. 444-444). 233 SPRING ST, NEW YORK, NY 10013 USA: SPRINGER/PLENUM PUBLISHERS.
- Sokhadze, E. M., Casanova, M. F., Kelly, D. L., Sokhadze, G. E., Li, Y., Elmaghraby, A. S., & El-Baz, A. S. (2016). *"Chapter 18 Virtual reality with psychophysiological monitoring as an approach to evaluate emotional reactivity, social skills, and joint attention in autism spectrum disorder"*. In Autism Imaging and Devices (pp. 371-396). CRC Press.
- Li, Y., Elmaghraby, A. S., El-Baz, A., & Sokhadze, E. M. (2015, December). *"Using physiological signal analysis to design affective VR games"*. In Signal Processing and Information Technology (ISSPIT), 2015 IEEE International Symposium on (pp. 57-62). IEEE.
- Li, Y., Elmaghraby, A. S., & Sokhadze, E. M. (2015, July). *"Designing immersive affective environments with biofeedback"*. In Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES), 2015 (pp. 73-77). IEEE.
- Li, Y., & Elmaghraby, A. S. (2014, July). *"A framework for using games for behavioral analysis of autistic children"*. In Computer Games: AI, Animation, Mobile, Multimedia, Educational and Serious Games (CGAMES), 2014 (pp. 1-4). IEEE.
- Li, Y. (2012, July). *"Multi-scenario gesture recognition using Kinect"*. In Computer Games (CGAMES), 2012 17th International Conference on (pp. 126-130). IEEE.
- Li, Y. (2012, June). *"Hand gesture recognition using Kinect"*. In Software Engineering and Service Science (ICSESS), 2012 IEEE 3rd International Conference on (pp. 196-199). IEEE.