

Rajan Vaish, Ph.D.

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SUMMARY

Product leader, builder, operator, inventor, and entrepreneur. With a Ph.D. in computer science focused on *Human-Computer Interaction (HCI)*, I thrive in ambiguity and enjoy solving hard, user-centered problems through product design, user research, and AI.

10+ years of product and team-building experience at Easel AI, Snapchat, and Stanford. Shipped high-impact products and translated ambitious AI visions into commercial reality by leading XFN teams across engineering, UX, data (A/B testing), design, growth, and operations. I've led the design, development, and launch of several 0-to-1 AI and AR products in both B2C and B2B, spanning communication, social experiences, games, smart glasses, creativity tools, education, fashion, and commerce, engaging millions of users.

Some key stats include 50+ patents, 50+ publications in HCI, 50+ mentees, 2,500+ people orchestrated, \$2.65M+ raised, 20+ press mentions, 50+ talks/panels, 10+ as PC, numerous products launched, and several teams led. My work has been featured at popular venues such as TechCrunch (2x), The Verge, MIT Technology Review, Stanford News, New Scientist, Wired, and the Times Square billboard in NYC.

WORK EXPERIENCE

- **Easel AI, Inc.** 02/14/2023 – 12/31/2025
CEO and Chief Product Officer, Co-founder
Los Angeles, CA 90034

Co-founded and launched *one of the first social AI products in the world*, where users can create pictures with their friends (multiplayer AI avatars) on iMessage. TechCrunch featured Easel twice, first time during the launch, second time when Apple announced a similar product on iMessage, citing Easel — ***validating our product and design approach***. Later, several large social consumer companies incorporated Easel-like experiences, making them mainstream. Given user feedback and insights, we doubled down on the main app experience, focusing on friends and fashion, ***akin to today's OpenAI Sora app, which closely manifests Easel's product design concepts introduced two years ago, from the UI elements to the UX flow.***

While Easel-like experiences have gone mainstream now, when we were first building Easel in 2023, there were no out-of-the-box solutions, so we had to invent several product concepts (to design the app) and AI approaches (to power the app and APIs) together, therefore, ***I was running a B2C product company, an AI Lab, and a B2B APIs enterprise at the same time.***

- **Easel app on iOS App Store (B2C):** Easel app enables two key product experiences — Friends and Fashion — for each, I invented novel product concepts/formats (like Snapchat invented Stories), designed intricate UI/UX flows, and conducted UX research with mixed-methods approaches. At its peak, Easel saw a *D30 retention (3-mo usage) of 45%*, and on average, each user has created about a hundred Easels (pictures) to date.

- o **Easel AI Lab and APIs (B2B):** Developing the best-in-the-class AI Avatar is existential to the Easel app. In the process of building a high-quality avatar for the app, we made several technical breakthroughs and launched a range of AI products. Later, we partnered with fal.ai and Replicate, two of the world's largest AI model inference platforms, and *shipped six "people-centered" visual AI models as APIs*, for consumer (B2C) and commerce (B2B) use-cases. We observed *half a million API calls* by the end of 2025. Key technical breakthroughs and AI products include:
 - **Likeness Engine:** Easel became one of the first companies in the world to generate single and multiplayer pictures using just an individual's selfie. We developed a proprietary approach that requires no training time, no LoRAs, no complex infrastructure, agnostic to any base model.
 - **Fashion Try-On, Avatars, Photoshoot, and Size Estimator:** Leveraging our *"likeness engine"* and fine-tuning models, we built a range of fashion-related AI products. Easel preserves outfit details, faces, and body shape.
 - **Product Photoshoot and Ad Generator:** After getting pull for commerce use cases, to visualize people next to products for ads and marketing content, we built Product Photoshoot and Ad Generator. We developed a proprietary approach called *"Magic blend"* to preserve the textual details of the product.

- o **Fundraising, awards, and partnerships:** I raised **\$2.65 million** in visual consumer AI from institutional investors such as Unusual Ventures, f7 Ventures (now Perplexity Fund), and Corazon Capital, whose Easel partners have co-founded and run iconic companies such as Nextdoor and OkCupid/Match Group and held exec positions at companies like Meta and Tinder. Easel AI is also proudly supported by prominent angels, including professors from Stanford University.

In 2024, Easel was accepted into the inaugural cohort of Google for Startups Accelerator: AI First North America. Easel was also accepted into NVIDIA's Inception Program, Digital Ocean's Hatch Program, Cloudflare's, Microsoft Azure's, Nebius's, and AWS' Startup Programs. I led Easel's *official partnership with Amazon, fal.ai, and Replicate (now Cloudflare)*, and piloted fashion products with companies like Hugo Boss directly.

- o **Marketing, GTM, and outreach:** I oversaw the viral UGC marketing campaign on TikTok and Instagram with content creators, accumulating millions of views by following the latest trends. Implemented creative "hook-and-demo" short video ideas with our marketing lead. I also initiated an on-ground Easel ambassadorship program at UT Austin, UCLA, USC, and others.

- **Snap, Inc.**

09/05/2017 – 09/01/2022

Senior Research Scientist

2850 Ocean Park Blvd, Santa Monica, CA 90405

As a **founding member** of the Human-Computer Interaction (HCI) group, a *product incubator-like org*, **I worked with Bobby Murphy (Snap co-founder and CTO)** to ship several AR and AI-based social consumer products for Snapchat and Spectacles. I invented new product concepts, and my Snap work alone has resulted in 15+ top-tier HCI publications, 50+ patents, and the public release of official Snapchat lenses that have led to the engagement of millions of users.

At Snap, I orchestrated XFN collaboration with over 10 product teams across the company and led and managed the product development life cycle of many products — from ideation to design, development, deployment, UX research, A/B testing, and Mixed-Methods evaluation — working with teams of research

engineers, scientists, designers, interns, and product team partners. During my time at Snap, I mentored 30+ research interns (mostly PhD students), and regularly presented my work to C-level and VP-level executives. In particular, here's a selected *list of consumer products* I helped lead, ship, and orchestrate:

- o **Blocks on Snapchat** enable co-creation of LEGO-like structures between friends. Being one of the first examples of shared AR at Snap, Blocks contributed to the inaugural launch of shared AR experiences on Snapchat *with the LEGO Group during Snap Partners Summit 2021*. This product and research insights helped unlock the Connected-Lens (multiplayer lenses) initiative across the company. Later, Snap also launched the Block drawing lens as part of their official Connected Lenses collection. [Press: The Verge]
- o **Friendscope on Spectacles** enables a near-live streaming experience on hardware-constrained, lightweight commercial camera glasses. A key component of the product was *approved by Evan Spiegel* and transitioned to the Spectacles product team.
- o **ARcall on Spectacles** enables a live, synchronous AR-based calling system on smartglasses and smartphones.
- o **ARMessenger for Spectacles** enables an asynchronous AR-based messaging system that relies on location, time, and visual triggers to create contextual and semantically relevant experiences.
- o **Social Wormholes** on Spectacles enables a world of scalable, ubiquitous computing where people can interconnect any number of objects and physical spaces around them to stay in touch. A lens version was officially launched by Snapchat, where, in over 185,000 sessions, *85% of the time*, people sent clones to their friends.
- o **Memento Player** enables a system that allows one to step inside and interact with a volumetric AR moment — from freezing the time to speeding it up — with anyone around the world from multiple perspectives. The project rapidly gained interest from the leadership of various teams within Snap, such as the Arcadia team, to deploy Memento at Snap-sponsored festivals and partner amusement parks.
- o **Snapchat IRL Games** were launched to explore novel ways of supporting in-person social interactions with a suite of 10 augmented reality games and experiences on Snapchat. The playtime of these lenses was up to *13x more than the baseline (of Snapchat lenses) and recorded over 2 million impressions*.
- o **Jigsaw app** enables an authoring IDE for crafting highly immersive storytelling experiences with AR and IoT devices to leverage virtual and physical augmentations.
- o **Auggie iOS app** enables the creation of digitally handcrafted AR experiences for friends, centered around crafting a 3D character with photos, animated movements, drawings, and audio/music. Think TikTok in AR.
- o **Timecapsule on Snapchat** enables a collaborative crafting system for keepsaking where friends can “clone” any object in their space and put it in an AR box to reopen at a later time, as if they were creating a time capsule. The Timecapsule app was launched as an official Snapchat lens.
- o **Content Curation and Moderation Tools**: Curation and moderation of video-based content are significantly harder problems than analyzing photos or text. Using novel interfaces and combining AI with the crowd, I built tools that performed *3x faster* than dedicated curators, with output of comparable quality. A version of the interface was later implemented and deployed in the internal content moderation tool, where the number of Snaps moderated per day *increased by 22% with an accuracy of over 99%*. I also helped create a tag-based interface for ad moderation, which was productized and shipped.
- o **Social computing studies to help design products**: Explored and studied user behavior on camera glasses usage, public sharing, colocated interactions, and communication patterns. The design implications around *the feedback loop to encourage user-generated content (UGC) were*

approved by Evan Spiegel for productization, and the paper written on public sharing research won a best paper honorable mention award at CHI'19.

- o **Snap Creative Challenge:** Launched in 2020, the Snap Creative Challenge awarded \$100k to academic institutions to explore topics of societal interest using AR. I helped co-found this program and led the 2022 initiative, from realizing the topic to outreach and the selection process. To date, we have supported over 25 institutions from over 10 countries to work on topics such as the future of storytelling in AR, the future of co-located social AR, and the future of moments in AR. <https://www.snapcreativechallenge.com>
- o **Design sprints, outreach, literature review, knowledge transfers, and consulting several product teams:** Collaborated with 10+ product teams, ranging from Product Design and Spectacles team to Content and Growth on 30+ topics, ranging from creative tools and ecosystems to UI/UX best practices and AR/drone interfaces. Key concepts were approved by Evan Spiegel for productization and realized on the Snapchat app.

- **Stanford University, School of Engineering**

01/04/2016 – 09/01/2017

Postdoctoral Research Fellow

475 Via Ortega, Stanford, CA 94305

Led **Stanford Scholar** initiative to make research more accessible by scaling the collaborative research talk and course creation process. Worked with Prof. Sharad Goel and Prof. Amin Saberi. Invented a collaborative video editing product that was used by over 1,500 students worldwide. The project produced over 100 videos in more than 10 languages, *attracting over 300,000 views* - scholar.stanford.edu

Stanford entrepreneurial memberships:

- o Member of the Technology & Leadership team at Stanford Association of Industry-Minded Stanford Professionals - The Postdoc Link to Entrepreneurship and Industry
- o General member at Stanford BASES.

- **Stanford University, HCI Group, Computer Science**

03/25/13 – 12/10/15

Visiting PhD Student/Collaborator

353 Serra Mall, Stanford, CA 94305

Spent most of my grad school (8/13 total quarters) working with Prof. Michael Bernstein at Stanford HCI, where I led the following key projects:

- o **Stanford Crowd Research:** Built the world's first open online research lab, think Coursera, but for research (MOOR). Enabled global access to research while solving open-ended research problems in computer science. Coordinated and led a group of 1,500 students from around the world. Worked with Prof. Michael Bernstein at Stanford, Prof. James Davis at UCSC, Prof. Sharad Goel at Stanford, and Prof. Serge Belongie at Cornell Tech.

Multiple crowd-authored papers published at ACM CSCW'17, ACM UIST'15/16, and AAAI HCOMP'15. Participants worldwide have gone on to MIT, UC Berkeley, Stanford, Carnegie Mellon, Cornell, and more. *The project proposal was accepted for a \$137,000 grant from HPI-Stanford HPDTRP 16.* crowdresearch.stanford.edu, wisdomofcrowds.stanford.edu

- o **Twitch Crowdsourcing app:** Built a home screen mobile product to enable quick micro contributions every time a person unlocks their phone: twitch.stanford.edu. The project proposal won the Google Faculty Grant 2013, and a full paper got accepted at ACM CHI'14. *Over 100,000 contributions* were registered in a few weeks of launch on the Android Play Store.

- **Microsoft Research Redmond** 06/29/2015 – 09/18/2015
Research Intern
14865 NE 36th St, Redmond, WA 98052
Designed/developed a crowd-powered product to improve email tones - with Andrés Monroy-Hernández and Jaime Teevan. Also collaborated with Susan Dumais, Ece Kamar, Shamsi Iqbal, and Saleema Amershi.
- **Palo Alto Research Center, Inc. (PARC, a Xerox company)** 09/20/2014 – 06/26/2015
Visiting Researcher
3333 Coyote Hill Rd, Palo Alto, CA 94304
Continued working on the Peerworthy project with Victoria Bellotti after my internship. Overall, spent one year at PARC as an intern and then as a visiting researcher.
- **Palo Alto Research Center, Inc. (PARC, a Xerox company)** 06/23/2014 – 09/19/2014
Research Intern
3333 Coyote Hill Rd, Palo Alto, CA 94304
Built an invitation referral system and ran a large-scale field experiment to understand the motivation of people for joining prosocial peer-to-peer systems, with Dr. Victoria Bellotti (Research Fellow).
- **Mobisocial, Inc./Stanford Mobisocial Computing Laboratory** 02/03/2014 – 06/12/2014
Research Intern (part-time)
184 Seminary Drive, Menlo Park, CA 94025
Worked with Prof. Monica Lam from Stanford University and other co-founders to explore the aspects of viral marketing and growth strategies via crowdsourcing.
- **IBM T.J. Watson Research** 06/24/2013 – 09/20/2013
Research Intern
1 Rogers St, Cambridge, MA 02141
Worked with the Collaborative User Experience group at IBM Research in Cambridge, MA; mentored by Dr. Michael Muller and Dr. Werner Geyer. The project focused on exploring differences between internet and enterprise crowdfunding, via the ARC Angeles experiment data from the IBM Almaden Research trial.
- **Microsoft Research India** 06/25/2012 – 09/14/2012
Research Intern
“Vigyan”, #9, Lavelle Road, Bengaluru, Karnataka 560001, India
Worked with the Technology for Emerging Markets group at MSR India in Bangalore, India; mentored by Dr. Bill Thies and Dr. Ed Cutrell. The project (www.whodunitchallenge.com) focused on exploring the potential of crowdsourcing to solve real-world problems in time-constrained situations on the lines of the DARPA Network Challenge. The India-wide challenge was launched and attracted countrywide participation. Involved in the *genesis, design, and development* of the project; ran it from California.
- **Los Alamos National Laboratory (Dept. of Energy) – UC Santa Cruz** 04/02/2012 – 12/10/2015
Graduate Student Researcher
1156 High St, Santa Cruz, CA 95064
Worked with LANL as part of my RAShip (ISSDM), researching in the area of Human Assisted Computer Vision with Dr. Reid Porter. Project link: <http://institute.lanl.gov/isti/issdm/projects/#302>

- **Univ. of California, Santa Cruz** 04/02/2012 – 12/10/2015
Graduate Student Researcher
1156 High St, Santa Cruz, CA 95064
 Worked on research projects in the area of crowdsourcing, HCI, and ICTD with Prof. James Davis.

 - **3D+2DTV project:** Researched and conducted experiments to enable the 3D TV to be viewed by people with glasses (in 3D) and people without glasses (in 2D), at the same time. Paper accepted at the ACM Transactions on Graphics (ACM TOG) and a preliminary patent filed. <http://graphics.soe.ucsc.edu/papers/3d2dtv/>
 - **Employment creation in developing economies using crowdsourcing:** Understanding the pipeline, which connects requestors to workers through cybercafés. The project entered semi-finals at the UC Berkeley Global Social Venture Competition 2012 in collaboration with Crowdflower, Inc. Related work published at ACM DEV 2012 and IEEE GHTC 2012.
 - **Digitization of Health Records in Rural Villages:** Studied the health form digitization options through crowdsourcing, in collaboration with an NGO called HR4E. A poster paper of the same has been accepted at ACM DEV 2013, and a full paper has been published at IEEE GHTC 2013.

- **Univ. of California, Santa Cruz** 01/06/2012 – 03/22/2012
Teaching Assistant – CMPS 80S
1156 High St, Santa Cruz, CA 95064
 Teaching assistant for “From Software Innovation to Social Entrepreneurship”, with Professor Suresh Lodha of the Computer Science department.

- **Accenture Technology Labs (R&D)** 11/09/2009 – 11/05/2010
Software Engineer
4/1, IBC Knowledge Park, Bannerghatta Road, Bengaluru, Karnataka 560029, India
 Full-time developer at Bangalore Labs, developed patentable applications in software engineering research and NLP in direct collaboration with Accenture Technology Labs, Silicon Valley, USA

- **OpenStreetMap Foundation (OSM)** 02/28/2010 – 08/16/2010
Co-administrator for Google Summer of Code 2010, Online
 Co-administered the entire process to represent OSM at Google Summer of Code 2010 with Dr. Graham Jones. Reviewed over 30 proposals and mentored Vivek Kumar for an accessible direction tool project.

- **Google Summer of Code 2009 (GSoC)** 05/23/2009 – 08/25/2009
Intern at OpenStreetMap Foundation, Online
 Developed an accessible maps project with a direction tool and a dynamic auditory mapping interface, using PHP and Python, with Open Routing Service API, <http://code.google.com/p/openvoicenav>

- **One Laptop per Child (OLPC)** 05/26/2008 – 08/18/2008
Intern, Online
 Developed “Atlas America” under the mentorship of Nestor Guerrero, a Geography teaching tool with Spanish content, displaying maps of America using OpenLayers, GeoRSS, QGIS, MapServer, and PHP. <http://code.google.com/p/olpc-atlasamerica/>; http://www.jiit.ac.in/jiit/ic3/IC3_2008/winners.html

EDUCATION

- **Stanford University, USA** 01/04/2016 – 08/31/2017
Postdoctoral Research Fellow
- **University of California at Santa Cruz, USA** 09/17/2011 – 12/10/2015
Ph.D., Computer Science (Fall'15)
M.S., Computer Science (Spring'15)
Advisor: Prof. James Davis
Thesis: Mobilizing the Citizen Crowd
Committee: James Davis, Michael Bernstein, Arnav Jhala
- **Jaypee University of Information Technology, India** 07/27/2005 - 05/29/2009
B. Tech., Computer Science & Engineering
Advisor: Prof. Nitin Chanderwal

SELECTED PRESS

- **TechCrunch:** With Easel, ex-Snap researchers are building the next-generation Bitmoji thanks to AI, [04/24](#)
- **TechCrunch:** Apple debuts AI-generated ... Bitmoji, [June 2024](#).
- **Andreessen Horowitz:** Easel featured in a16z market map of AI x Social [02/24](#)
- **Times Square, New York:** Easel featured at Times Square billboard in NYC, 2025
- **The Verge:** Snapchat gets augmented reality Legos you can build with a friend, [May 2020](#).
- **The Stanford Daily:** Crowdsourcing site seeks to predict efficacy of social distancing, [April 2020](#).
- **The Verge:** Snap Spectacles 3 Review: Reaching New Depths, [November 2019](#).
- **Stanford Engineering News:** A crowdsourcing platform opens up research on a global scale, [Oct 2017](#).
- **Stanford News:** A Stanford-led platform for crowdsourced research gives experience to global participants, [October 2017](#).
- **WIRED:** Amazon's Turker Crowd Has Had Enough, [August 2017](#).
- **The Atlantic:** The Tragedy of the Digital Commons, [June 2015](#).
- **UC Santa Cruz SOE News:** The Aspiring Researcher Challenge: An experiment in massive open online research, [May 2015](#).
- **Harvard's Journalist's Resource:** What's new in digital and social media research: Crowdsourcing, analytics, Twitter patterns, product ratings, [May 2014](#).
- **MIT Technology Review:** The Next Frontier in Crowdsourcing: Your Smartphone, [March 2014](#).
- **New Scientist:** Crowdsourcing Twitch app could turn swipes into cash, [Jan 2014](#).
- **Santa Cruz Sentinel/San Jose Mercury:** Crowdsourcing with a swipe of your finger, [Feb 2014](#).
- **Stanford The Dish Daily:** Crowdswiping, [Feb, 2014](#).
- **Harvard Business Review:** Can Internal Crowdfunding Help Companies Surface Their Best Ideas?, [September 2013](#).
- **MSN:** 3-D TV faces uncertain future, [August 2013](#).
- **Network World:** IBM discovers its inner Kickstarter via enterprise crowdfunding, [August 2013](#).
- **Extreme Tech:** 3D+2D TV: A 3D display that's watchable without glasses, without ghosting, [July 2013](#).
- **Gizmodo:** Researchers Develop Ghost-Free 3D For Viewers Not Wearing Glasses, [July 2013](#).
- **Times of India:** Microsoft to test social tech in India, [February 2013](#).
- **Microsoft Research:** From Computing Research to Surprising Inventions (Peter Lee, corporate VP of MSR, launching the Whodunit? Challenge), [January 2013](#).
- **Yahoo! News:** Microsoft's social 'Whodunit' competition to begin in India, [January 2013](#).
- **Silicon India:** Microsoft India Announces A Nationwide Social Gaming Competition, [January 2013](#).
- **New Scientist:** Social whodunnit competition launches in India, [January 2013](#).

PATENTS - Over 50 patents on products in AR, social, communication, messaging, games, and smart glasses.

AR Communication and Messaging

- Reward-based Real-time Communication Session - US 12524777
- Snapshot Messages For Indicating User State - US 12363419
- Augmented Reality Based Communication Between Multiple Users - US 12182903
- Augmented Reality Messenger System - US 12154230
- Physical Action-based Augmented Reality Communication Exchanges - US 12141363
- Virtual Interaction Session To Facilitate Augmented Reality-Based Communication Between Multiple Users - US 12101360
- Virtual Interaction Session To Facilitate Time-Limited Augmented Reality-Based Communication Between Multiple Users - US 11985175
- Olfactory Stickers For Chat And AR-based Messaging - US 11811964
- Context-Based Augmented Reality Communication - US 11593997

Collaborative AR Objects, Multiplayer games, and Multi-user Sync

- Sharing Received Objects With Co-located Users - US 12518464
- Collaborative Object Associated With A Geographical Location - US 12505239
- Selective Collaborative Object Access Based On Timestamp - US 12493705
- Authenticating A Selective Collaborative Object - US 12361106
- Real-world Responsiveness Of A Collaborative Object - US 12148114
- Scissor Hand Gesture For A Collaborative Object - US 12079395
- Social Connection Through Distributed And Connected Real-world Objects - US 12072489
- Graphical Marker Generation System For Synchronizing Users - US 11452939
- Multi-user AR Experience With Offline Synchronization - US 11383156
- Colocated Shared Augmented Reality Without Shared Backend - US 11360733
- Shared Control Of A Virtual Object By Multiple Devices - US 11340857
- Selective Collaborative Object Access - US 12299150

AR Creation, Authoring, Creativity, and Volumetric Content

- Multi-perspective Augmented Reality Experience - US 12519924
- Generating Immersive Augmented Reality Experiences From Existing Images And Videos - US 12417593
- Mixing And Matching Volumetric Contents For New Augmented Reality Experiences - US 12322052
- Handcrafted Augmented Reality Experiences - US 12223602
- Handcrafted Augmented Reality Effort Evidence - US 12299825
- Authoring Tools For Creating Interactive AR Experiences - US 12148448
- Multisensorial Presentation Of Volumetric Content - US 11972521
- Transferring Objects From 2D Video To 3D AR - US 11847748
- Conditional Modification Of Augmented Reality Object - US 10679393
- Controlling And Editing Presentation Of Volumetric Content - US 12267482

AR Interaction, Gestures, and Social Presence

- Recording Following Behaviors Between Virtual Objects And User Avatars In AR Experiences - US 12524124
- Augmented Reality Prop Interactions - US 12284324
- Augmented Reality Auto Reactions - US 12284146
- Touch-based Augmented Reality Experience - US 12282604
- Co-located Full-body Gestures - US 12282592
- Marker-based Virtual Mailbox For Augmented Reality Experiences - US 11935198
- Character And Costume Assignment For Co-located Users - US 12175608
- Context Triggered Augmented Reality - US 11880946
- Timelapse Of Generating A Collaborative Object - US 12019773
- Time-lapse Re-experiencing System - US 12449891

Smart Glasses, Camera, and Wearable Platform

- Smart Glasses With Outward-facing Display - US 12437481
- Hyper-connected And Synchronized AR Glasses - US 12088781
- Scan-based Messaging For Electronic Eyewear Devices - US 12149490
- On-Demand Camera Sharing Over A Network - US 11611608
- Shared Control Of Camera Device By Multiple Devices - US 10897564

AR, IoT Control, UAV/Drones, and Interfaces

- Controlling IoT Devices Through AR Object Interaction - US 12175746
- Building Augmented Reality Experiences With IoT Devices - US 11954774
- Virtual Interfaces For Controlling IoT Devices - US 12073011
- Virtual AR Interfaces For Controlling IoT Devices Using Mobile Device Orientation Sensors - US 12045383
- Camera Interfaces To Interact With IoT Devices - US 11941231
- Eyewear Controlling An UAV - US 12314465
- Eyewear Synchronized With UAV Image Capturing System - US 12243187

INVITED TALKS, PANELS, AND ADVISORY ENGAGEMENTS

- Panel on startups and AI, from the lens of being Easel AI's founder
 - “The Future is Personal: Building for the Individual at Scale” panel hosted by Unusual Ventures and Stanford Founders at Stanford University, 2025
 - “Planting the (Consumer Tech) Seed” panel hosted by f7 Ventures at the a16z New York Tech Week 2024 conference
 - “The Art and Science of Content: Balancing AI efficiency with Human Creativity” panel hosted by Lemonlight in Los Angeles, CA, 2024
- Snap Mafia Podcast on Easel AI
 - Snap Mafia Podcast: “Rajan Vaish, founder of Easel, on building at the intersection of social and Gen AI and what he learned doing research at Stanford and Snap”, by James Borow and Daniel Druger 05/24

- Talks on “Building Easel at the intersection of HCI and AI, and its role in the future of consumer and commerce across B2C and B2B.”
 - Silicon Valley Bank (Easel was selected as one of the top 10 LA startups for the SVB event 2024)
 - Google for Startups Accelerator AI First Demo Day at Google HQ 06/24
 - Presented Easel at over 10 universities: Columbia University, University of Michigan, University of British Columbia, University of North Carolina, Chapel Hill, University of California, Irvine, University of Massachusetts, Amherst, Princeton University, UCLA, and UT Austin
- Amazon x Easel AI (**official partnership**)
 - Silicon Valley during the TechEx conference 2025
 - Amazon NYC, during the a16z New York Tech Week 2024 conference
- Easel, as a case study, was part of a marketing class at the Darla Moore School of Business at the University of South Carolina
- Lectures on the topic of Wearable Communication
 - Columbia University, 2022
 - UC Berkeley, 1st Dec, 2021
 - Columbia University, 2021
- Lectures on the topic of Crowdsourcing and AR
 - Art Center College of Design, Pasadena, 24th Mar, 2020
 - Virginia Tech CS department, 27th Nov, 2018
 - UCLA ECE department, 13th Nov, 2018
- Survey report on “Crowdsourced Investigations, Open Investigations and Citizen Science Experiences” on the Stanford Crowd Research Initiative for Greenpeace International (interview)
- Talks on “Enabling Global Access and Mobilizing the Crowd for Complex, Open-ended Efforts”
 - Udacity, Mountain View, California, 18th April
 - Volkswagen of America, Electronics Research Lab, Belmont, California, 12th April
 - Snap Research, Venice, California, 10th April 2017
 - Adobe Research, San Francisco, California, 21st March 2017
 - FXPAL, Palo Alto, California, 13th March 2017
 - Bell Labs, Cambridge, England, 7th March 2017
- Talks on “Stanford Scholar: Creating an Open Repository of Research Talks”
 - Stanford Social Algorithms Seminar 2017, 17th May 2017
 - Stanford Postdoc Symposium 2016, 6th December 2016
 - Stanford University, 23rd May, 2016
- Talks on “The Aspiring Researcher Challenge: An Experiment in Massive Open Online Research”
 - HPI-Stanford HPDTRP Community Workshop, Stanford, CA, 6th February 2017
 - IFTF Positive Platforms Design Jam, Palo Alto, CA, 30th November 2016 (jam)
 - Spotify Research, Somerville, MA, 21st November 2016
 - Vellore Institute of Technology, India, 13th September 2016 (remote)
 - LeadGenius, Inc., Berkeley, CA, 1st March, 2016
 - Berkeley Institute of Design, UC Berkeley, 09th Feb, 2016
 - SRC/ISSDM Symposium with Los Alamos National Lab at UCSC, 13th Oct, 2015
 - BayLearn event at SRI International, Menlo Park, CA, 30th September 2016 (poster)
 - Crowd Research: HCI+Design Open House for CHI 2016, Stanford U., 8th May, 2016 (poster)
 - Demo: HCI+Design Open House for CHI 2016, Stanford University, 8th May, 2016 (poster)
- Talk on “CrowdTone: Crowd-Powered Tone Improvement System for Emails”
 - Microsoft Research Redmond, 17th Sept, 2015
- Talk on “Crowdsourced research: unlocking the doors to the ivory tower.”
 - Stanford University, 27th May, 2015
- Talk on “Social Computing: Combining Computers and Crowds”

- o Stanford Women in Computer Science's 'eCSpress yourself' event, 2nd May, 2015
- Talk on "What's In It For Me? Impact of Motivational Framing in Referring Prosocial Peer-to-Peer Services to Contacts"
 - o Palo Alto Research Center, 15th Aug, 2014 and 29th Oct, 2014 (poster)
- Talks on "Mobilizing the Citizen Crowd"
 - o Accenture Technology Lab's Silicon Valley, 16th June 2014
 - o CMPS 160 Guest Lecture at UC Santa Cruz, 16th Oct, 2014
- Talk on "Developing Interfaces for Labeling Object Relationships in Images using Expert Crowd."
 - o SRC/ISSDM Symposium with Los Alamos National Lab at UC Santa Cruz, 15th Oct, 2014
- Talks on "Twitch Crowdsourcing: Crowd Contributions in Short Bursts of Time"
 - o Stanford University, 19th June, 2013.
 - o MIT CSAIL, 16th August, 2013.
 - o Stanford MobiSocial Retreat, 5th Oct, 2013. <http://mobisocial.stanford.edu/retreat13/>
 - o Stanford MobiSocial Retreat, 5th Oct, 2013 (poster)
 - o Univ. of California, Santa Cruz Research Review Day, 17th Oct, 2013 (poster)
- Talks on "Crowdfunding in the Enterprise and on the Internet: Contrasting Motivations and Dynamics"
 - o IBM Research, Cambridge, MA, 1st August 2013 (also presented as a poster).
 - o Project represented by Michael Muller at the ACM CHI'14 panel on crowdfunding (panel).

Advisory and judging engagements

- Serving as an advisor for UC Berkeley's Master of Design studio course with the topic being "Blurring Boundaries, Connecting Realities" in 2022 (host: Prof. Eric Paulos).
- Served as a judge for the University of Washington HCI Capstone showcase 2020 (w/ Katharina Reinecke); 2021 (w/ Amy Zhang).
- Served as a judge for annual projects in HCI at the University of Washington and UC San Diego, 2021
- Served as a judge/reviewer for the Art Center College of Design AR final presentations 2020.
- Served as an advisor on a grant with Prof. Fabio Casati from the University of Trento, Italy.
- Served on the advisory board of two NSF grants, for two faculties at the University of Michigan and UCLA
- Served as a mentor for a Crowd Research Collective student at the UW Undergraduate Symposium 2016.
- Served as a judge for science projects at Synopsys Science & Technology Championship Fair 2016.
- Served on the award selection committee of 'Ira and Kate Pohl Computers and Society Award' at UCSC.
- Served as a student volunteer at ACM UIST 2014, Honolulu, HI.
- Serving as an affiliate at the University of California Center for Collaborative Research for an Equitable California (UC CCREC), 2011- 2015. <http://ccrec.ucsc.edu/profile/rajan-vaish>
- Co-founded "High-end Parallel Computing and Advanced Computer Architecture Lab" at JUIT.
- Serving as a Fedora Project Ambassador – India list, and contributing to open source, since August'08.
- Entrepreneurial advisory and judging roles (pre-Easel AI)
 - o Served as an event judge at Startup Weekend East Bay, California, 2016.
 - o Serving as an academic advisor for UNANIMOUS A.I., a startup in the area of collective intelligence.
 - o Served as an advisor to MyFitSolution.com (a startup by Rutgers alumni) and MyMusaic.com.

AWARDS, ACHIEVEMENTS, AND ACTIVITIES

- Best Paper award for the paper “Auggie: Encouraging Effortful Communication through Handcrafted Digital Experiences” published at ACM CSCW 2022.
- Best Paper Honorable mention award for the paper “Impact of Contextual Factors on Snapchat Public Sharing” published at ACM CHI 2019.
- Best Paper Honorable mention award for the paper “Crowd Research: Open and Scalable University Laboratories” published at ACM UIST 2017.
- Accepted as a member of the ACM Future of Computing Academy (ACM-FCA), 45 selected worldwide. Invited to attend the ACM Turing Award Celebration conference, San Francisco, CA, 2017.
- \$137,000 grant awarded as a co-PI with Prof. Michael Bernstein on “Human-Centered Research at Crowd Scale”, HPI– Stanford Hasso Plattner Design Thinking Research Program 2016.
- Recipient of the University of California Regents Fellowship 2011.
- Accepted as a “young researcher” (200 worldwide), and awarded NSF ORAU Fellowship at Heidelberg Laureate Forum, Germany, 2016.
- Received NSF fellowship to attend Collective Intelligence Conference in Santa Clara, CA, 2015.
- Accepted at the AAAI HCOMP CrowdCamp 2013/14. Received a fellowship to attend the Doctoral Consortium from UT Austin at AAAI HCOMP 2014.
- Recipient of the “Indo-US Workshop on Large Scale Data Analytics and Intelligent Services” Travel Fellowship 2011. Sponsored by Indo-US Science & Technology Forum.
- HCI project (Daemo – crowd marketplace) within the Crowd Research initiative, related achievements. I co-launched the Crowd Research Initiative at Stanford and UCSC.
 - Daemo got into the finals of the Knights News Challenge’15 (top 20 of 1,000+).
 - Daemo was represented at the European Dialogue on the Platform Economy event by the European Trade Union Institute and partners, Brussels.
 - Daemo was represented at the AAAI HCOMP Industry Panel, Quebec City, Canada.
- Advanced into the second round of the United States Presidential Innovations Fellows program 2014, organized by the White House (in the crowdsourcing track).
- Department Nomination for Microsoft Research PhD Fellowship (3 nominations per department) 2013.
- Department Nomination for Google PhD Summit twice, 2013 and 2014.
- Twitch Crowdsourcing project proposal/Prof. Michael Bernstein received the Google Faculty Grant 2013.
- Finalist at Microsoft Imagine Cup Accessibility Awards ’09. The top 2 teams from India (top 30 Worldwide).
- Co-founded “High-end Parallel Computing and Advanced Computer Architecture Lab” at JUIT.
- “Atlas America” - the project with OLPC was awarded 1st prize by Prof. Sartaj Sahni (Chair, CS Dept, UFL, Gainesville, FL) at the International Conference of Contemporary Computing 2008, Noida, India.
- Participated in AOL/TopCoder Sensations Developer Challenge Idea Generation Contest ’09 for an email interface proposal for people with cognitive disabilities and/or visual impairment.
- Presented the JUIT-IBA Project in front of the Governor of Himachal Pradesh state of India in 2008.
- Secured an A.I.R. (All India Rank) of 73 of 20,000 (top 0.3%) in the NIFT Entrance Examination for Information Technology 2005.
- Entrepreneurial awards (pre-Easel AI)
 - Accepted and participated in the YCombinator’s Startup School 2013/14/16.
 - Semi-finalists at the UC Berkeley Global Social Venture Competition (GSVC) 2012. The submission was based on my research project and made in collaboration with Crowdfunder, Inc.
 - Won “Spirit of Entrepreneurism Award” at an entrepreneurship competition – Opportunity Quest at the University of Utah, USA, in 2009 for the Mujuntu project, WikiStudios International (Top 10 of 400).

- o Co-founded the “LifeCode Health” project and participated at MIT\$100K Entrepreneurship Competition with students from WSU and MIT. The project, with a modified team set and idea, later won Wayne State University's E2 Challenge program and got into the finals of Microsoft US Imagine Cup 2009 and 2010.

RESEARCH PUBLICATIONS IN HUMAN-COMPUTER INTERACTION [hci.st/gogglescholar]

Journal Articles

- **Vaish, R.**, Liao, V.; Bellotti, V. “What’s in It For Me? Self-Serving Versus Other-Oriented Framing in Messages Advocating Use of Prosocial Peer-to-Peer Services”. *Elsevier International Journal of Human-Computer Studies* 2017.
- Scher, S, Liu, J, **Vaish, R.**, Gunawardane, P, Davis, J. “3D+2DTV: 3D Displays with No Ghosting for Viewers without Glasses”, *ACM Transaction on Graphics (TOG)* 2012.
- Nitin, **Vaish, R.**, Shrivastava, U. “ On a Deadlock and Performance Analysis of ALBR and DAR Algorithm on X-Torus Topology by Optimal Utilization of Cross-links and Minimal Lookups”. *In The Journal of Supercomputing – Springer, December 2010. DOI: 10.1007/s11227-010-0524-x.*

Conference Papers

- Zhang, L; Kim, D; Cho, Y; Robinson, A; Tham, YJ; **Vaish, R.**; Monroy-Hernandez, A. “Jigsaw: Authoring Immersive Storytelling Experiences with Augmented Reality and Internet of Things”, ACM CHI 2024.
- Teng, Y; Courtien, C; Rios, D; Tseng, Y; Gibson, J; Aziz, M; Reyna, A; **Vaish, R.**; Smith, B.A. “Help Supporters: Exploring the Design Space of Assistive Technologies to Support Face-to-Face Help Between Blind and Sighted Strangers”, ACM CHI 2024.
- Leong, J; Teng, Y; Liu, X; Jun, H; Kratz, S; Tham, YJ; Monroy-Hernandez, A; Smith, B.A; **Vaish, R.** “Social Wormholes: Exploring Preferences and Opportunities for Distributed and Physically-Grounded Social Connections”, ACM CSCW 2023.
- Reig, S; Cruz, E.P.; Powers, M; He, J; Chong, T; Tham, YJ; Kratz, S; Robinson, A; Smith, B.A; **Vaish, R.**; Monroy-Hernandez, A. “Supporting Piggybacked Co-Located Leisure Activities via Augmented Reality”, ACM CHI 2023.
- Ritchie, J; Liu, Y; Kratz, S; Sra, M; Smith, B.A; Monroy-Hernandez; **Vaish, R.** “Memento Player: Shared Multi-Perspective Playback of Volumetrically-Captured Moments in Augmented Reality”, ACM CHI EA 2023, Hamburg, Germany.
- Nicolas, M; Smith, B; **Vaish, R.** “Friendscope: Exploring In-the-Moment Experience Sharing on Camera Glasses via a Shared Camera”, ACM CSCW 2022.
- Lee, K; Li, H; Wellyanto, R.M; Tham, YJ; Liu, F; Monroy-Hernandez, A; Smith, B.A; **Vaish, R.** “Exploring Immersive Interpersonal Communication via AR”, ACM CSCW 2022.
- Surale, H; Tham, YJ; Smith, B.A; **Vaish, R.** “ARcall: Exploring Augmented Reality-Based Real-Time Communication”, ACM AHs 2022, Munich, Germany.
- Zhang, L; Chen, T; Seow, O; Chong, T; Kratz, S; Tham, YJ; Monroy-Hernandez, A; **Vaish, R.**; Liu, F. “Auggie: Encouraging Effortful Communication through Handcrafted Digital Experiences”, CSCW 2022. **Best Paper Award.**
- Kratz, S; Monroy-Hernandez, A; **Vaish, R.** “What’s Cooking? Olfactory Sensing Using Off-the-Shelf Components”, ACM UIST 2022 Posters, Bend, OR.
- Leong, J; Seow, O; Fang, C.M; Tang, B.J; **Vaish, R.**; Maes, P. “Wemoji: Towards Designing Complementary Communication Systems in Augmented Reality”, ACM UIST 2022 Posters, Bend, OR.

- Dagan, E; Cardenas Gasca, A; Robinson, A; Noriega, A; Tham, YJ; **Vaish, R**; Monroy-Hernandez, A. “Project IRL: Playful Co-Located Interactions with Mobile Augmented Reality”, ACM CSCW 2022.
- Liu, C; Smith, B; **Vaish, R**; Monroy-Hernandez, A. “Understanding the Role of Context in Creating Enjoyable Co-Located Interactions”, ACM CSCW 2021.
- Yang, Q; Wang, W; Pierce, L; **Vaish, R**; Shi, X; Shah, N. “Online Communication Shifts in the Midst of the Covid-19 Pandemic: A Case Study on Snapchat”, AAAI ICWSM 2021.
- Chen, Y., Monroy-Hernandez, A., Wehrman, I., Oney, S., Lasecki, W., **Vaish, R**. “Sifter: A Hybrid Workflow for Theme-based Video Curation at Scale”, *ACM IMX 2020, Barcelona, Spain*.
- Guo, A., Canberk, I., Murphy, H., Monroy-Hernandez, A., **Vaish, R**. “Blocks: Collaborative and Persistent Augmented Reality Experiences”, *ACM UbiComp 2019, London, UK*.
- Habib, H., Shah, N., **Vaish, R**. “Impact of Contextual Factors on Snapchat Public Sharing”, *ACM CHI 2019, Glasgow, Scotland. Best Paper Honorable Mention Award*.
- Bipat, T., Bos, M.W., **Vaish, R**, Monroy-Hernandez, A. “Analyzing the use of camera glasses in the wild”, *ACM CHI 2019, Glasgow, Scotland*.
- **Vaish, R**, Goyal, S., Saberi, A., Goel, S. “Creating Crowdsourced Research Talks at Scale”, *TheWebConf 2018 (WWW 2018), Lyon, France*.
- **Vaish, R**, Gaikwad, S., Kovacs, G., Veit, A., Krishna, R., Ibarra, I.A., Simoiu, C., Wilber, M., Belongie, S., Goel, S., Davis, J., Bernstein, M. " Crowd Research: Open and Scalable University Laboratories", *ACM UIST 2017, Quebec City, Canada. Best Paper Honorable Mention Award*.
- Whiting, M., Gamage, D., Gilbee, A., Gaikwad, S., Goyal, S., Ballav, A., Majeti, D., Chhibber, N., Vargus, F., Moura, T., Richmond-Fuller, A., Chandrakanthan, V., Bayomi, G., Sarma, T., Dayan, Y., Ginzberg, A., Kambal, M., Milland, K., Parsi, S., Mullings, C., Orefice, H., Matin, S., Sehgal, V., Zhou, S., Sinha, A., Regino, J., **Vaish, R**, Bernstein, M. “Crowd Guilds: Worker-led Reputation and Feedback on Crowdsourcing Platforms”. *ACM CSCW 2017, Portland, OR. Paper from the HCI project within the Crowd Research Initiative, co-launched by me*.
- Gaikwad, S., Morina, D., Ginzberg, A., Mullings, C., Goyal, S., Diemert, C., Gamage, D., Whiting, M., Burton, M., Gilbee, A., Ziulkoski, K., Sehgal, V., Ballav, A., Niranga, S., Zhou, S., Lin, J., Regino, J., Chibber, N., Kristiano, L., Dhakal, D., Richmond-Fuller, A., Sharma, S., Mananova, K., Majeti, D., Dai, W., Matin, S., Chandrakanthan, V., Sarma, T., Sandeep, S., Milland, K., Stolzoff, A., Pandey, M., Agarwal, S., Purnyova, V., Le, K., Nistala, R., **Vaish, R**, Bernstein, M. “Boomerang: Aligning Worker and Requester Incentives on Crowdsourcing Platforms”. *ACM UIST 2016, Tokyo, Japan. Paper from the HCI project within the Crowd Research Initiative, co-launched by me*.
- **Vaish, R**, Davis, J, Bernstein, M. “Crowdsourcing the Research Process”, *Collective Intelligence 2015, Santa Clara, CA. Hosted by the University of Michigan, USA*.
- Vashistha, A, **Vaish, R**, Cutrell, E, Thies, W. “The Whodunit Challenge: Mobilizing the Crowd in India”, *ACM INTERACT, Bamberg, Germany, 2015*.
- Schuster, C, Zhang, B, **Vaish, R**, Thomas, J, Gomes, P, Davis, J. “RTI Compression for Mobile Devices”, *IEEE ICIMu 2014, Kuala Lumpur, Malaysia*.
- **Vaish, R**, Wyngarden, K, Chen, J, Cheung, B, Bernstein, M. “Twitch Crowdsourcing: Crowd Contributions in Short Bursts of Time”, *CHI’14, Toronto, Canada*.
- **Vaish, R**, Ishikawa, S, Liu, J, Berkey, S, Strong, P, Davis, J. “Digitization of Health Records in Rural Villages”, *IEEE Global Humanitarian Technology Conference 2013, San Jose, CA*.
- Gawade, M, **Vaish, R**, Waihumbu, M. N., Davis, J. “Exploring employment opportunities through microtasks via cybercafés”, *IEEE Global Humanitarian Technology Conference 2012, Seattle, WA*.
- **Vaish, R**, Srivastava, G., Vaish, R. “Innovative and Secure User Authentication Methods for Novice Visually Impaired users”. In *Proceedings of the International Conference on Ultra Modern Telecommunications, ICUMT 2009, 12-14 October 2009, St. Petersburg, Russia. IEEE 2009*.
- Nitin, Chauhan, G, Gupta, A, Patel, A, Arora, A, S, Gupta, A, Shrivastava, U, **Vaish, R**. “A Single Tape Deterministic Turing Machine for Adaptive Deterministic Routing Algorithm Designed for Torus

Network”. In *Proceedings of the 2009 International Conference on Foundations of Computer Science, FCS 2009, July 13-16, 2009, Las Vegas, Nevada, USA*. CSREA Press 2009, ISBN 1-60132-103-1

- Nitin, **Vaish, R.**, Sarin, S, Shrivastava, U. “Adaptive Load Balanced Routing Algorithm for X-Torus Topology”. In *Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications, PDPTA 2009, Las Vegas, Nevada, USA, July 13-17, 2009, 2 Volumes*. CSREA Press 2009, ISBN 1-60132-123-6
- Nitin, Chauhan, G, Verma, R, Srivastava, G, Shrivastava, U, **Vaish, R.**” Single Tape Deterministic Turing Machine of Routing Algorithms Designed for Torus Network”. In *Proceedings of the 2009 International Conference on Foundations of Computer Science, FCS 2009, July 13-16, 2009, Las Vegas, Nevada, USA*. CSREA Press 2009, ISBN 1-60132-103-1
- Chandra, S, Srivastava, U., **Vaish, R.**, Dixit, S, Rana, M. “Improved AntNet: ACO routing algorithm in practice”. In *Proceedings of the 11th IEEE International Conference on Computer Modeling and Simulation (UKSim), Emmanuel College, University of Cambridge, England, 25–27 March 2009*.

Workshop, Work-in-Progress, Doctoral Consortium, Poster Papers, and Abstracts

- **Book chapter** on “Crowd Research: Open and Scalable University Laboratories” in the new volume of “Design Thinking Research” within the Springer series “Understanding Innovation”.
- **Vaish, R.**, Goel, S., Saberi, A. “Mobilizing the Crowd to Create an Open Repository of Research Talks”, *ACM Learning at Scale, Cambridge, MA 2017*.
- **Vaish, R.**, Monroy-Hernandez, A. “CrowdTone: Crowd-powered tone feedback and improvement system for emails”, *TechReport, MSR-TR-2017-1, Microsoft Research*.
- Organisciak, P., **Vaish, R.** “Accomplishing low-attention microtasks”, *Productivity Decomposed: Getting Big Things Done with Little Microtasks, Workshop at ACM CHI 2016, San Jose, CA*.
- Crowdsourcing the Research Process: crowd work-in-progress papers:
 - Gaikwad, S., Chhibber, N., Sehgal, V., Ballav, A., Mullings, C., Nasser, A., Richmond-Fuller, A., Gilbee, A., Gamage, D., Whitting, M., Zhou, S., Matin, S., Niranga, S., Goyal, S., Majeti, D., Srinivas, P., Ginzberg, A., Mananova, K., Ziulkoski, K., Regino, J., Sarma, T., Sinha, A., Paul, A., Diemert, C., Murag, M., Dai, W., Pandey, M., **Vaish, R.**, Bernstein, M. 2017. Prototype Tasks: Improving Crowdsourcing Results through Rapid, Iterative Task Design. *ACM HCOMP Poster 2017, Quebec City, Canada. Paper out of the Human-Computer Interaction project within the Crowd Research Initiative, co-launched by me*.
 - Whiting, M., Gamage, D., Goyal, S., Gilbee, A., Majeti, D., Fuller, A., Salih, M., Sarma, T., Mathur, V., Pandey, M., Gaikwad, S., **Vaish, R.**, and Bernstein, M. 2017. Designing a Constitution for a Self-Governing Crowdsourcing Marketplace. *Collective Intelligence 2017, New York City, USA. Paper out of the Human-Computer Interaction project within the Crowd Research Initiative, co-launched by me*.
 - Gaikwad, S., Whitting, M., Gamage, D., Mullings, C., Majeti, D., Goyal, S., Gilbee, A., Chhibber, N., Ginzberg, A., Richmond-Fuller, A., Matin, S., Sehgal, V., Sarma, T., Nasser, A., Ballav, A., Regino, J., Zhou, S., Mananova, K., Srinivas, P., Ziulkoski, K., Dhakal, D., Stolzoff, A., Niranga, S., Salih, M., Sinha, A., **Vaish, R.**, Bernstein, M. 2016. The Daemon Crowdsourcing Marketplace. *ACM CSCW Demo 2017, Portland, OR. Paper out of the Human-Computer Interaction project within the Crowd Research Initiative, co-launched by me*.
 - Gaikwad, S., Morina, D., Nistala, R., Agarwal, M., Cossette, A., Bhanu, R., Savage, S., Narwal, V., Rajpal, K., Regino, J., Mithal, A., Ginzberg, A., Nath, A., R. Ziulkoski, K., Cossette, T., Gamage, D., Richmond-Fuller, A., Suzuki, R., Herrejon, J., V. Le, K., Flores-Saviaga, C., Thilakarathne, H., Gupta, K., Dai, W., Sastry, A., Goyal, S., Rajapakshe, T., Abolhassani, N., Xie, A., Reyes, A., Ingle, S., Jaramillo, V., Godinez, M., Angel, W., Godinez, M., Toxtli, C., Flores, J., Gupta, A., Sethia, V., Padilla, D., Milland, K., Setyadi, K., Wajirasena, N., Batagoda, M., Cruz, R.,

- Damon, J., Nekkanti, D., Sarma, T., Saleh, M., Gongora-Svartzman, G., Bateni, S., Toledo-Barrera, G., Pena, A., Compton, R., Aariff, D., Palacios, L., P. Ritter, M., ha K.K., Ni, Kay, A., Uhrmeister, J., Nistala, S., Esfahani, M., Bakiu, E., Diemert, C., Matsumoto, L., Singh, M., Jaramillo-Lopez, V., Patel, K., Krishna, R., Kovacs, G., **Vaish, R.**, Bernstein, M. 2015. Daemo: a Self-Governed Crowdsourcing Marketplace. *ACM UIST 2015, Charlotte, NC. Paper out of the Human-Computer Interaction project within the Crowd Research Initiative, co-launched by me.*
- o Mysore, A. S., Yaligar, V., Ibarra, I., Simoiu, C., Goel, S., Arvind, R., Sumanth, C., Srikantan, A., Bhargav, HS., Pahadia, M., Dobha, T., Ahmed, A., Shankar, M., Agarwal, H., Agarwal, R., Anirudh-Kondaveeti, S., Arun-Gokhale, S., Attri, A., Chandra, A., Chilukur, Y., Dharmaji, S., Garg, D., Gupta, N., Gupta, P., Jacob, G., Jain, S., Joshi, S., Khajuria, T., Khillan, S., Konam, S., Kumar-Kolla, P., Loomba, S., Madan, R., Maharaja, A., Mathur, V., Munshi, B., Nawazish, M., Neehar-Kurukunda, V., Nirmal-Gavarraju, V., Parashar, S., Parikh, H., Paritala, A., Patil, A., Phatak, R., Pradhan, M., Ravichander, A., Sangeeth, K., Sankaranarayanan, S., Sehgal, V., Sheshan, A., Shibiraj, S., Singh, A., Singh, A., Sinha, P., Soni, P., Thomas, B., Varma-Dattada, K., Venkataraman, S., Verma, P., Yeluwar, I. “Investigating the ‘Wisdom of Crowds’ at Scale”, *ACM UIST’15, Charlotte. A request has been sent to ACM to add my name, which was missed earlier. Part of the Data Science project within the Crowd Research Initiative, co-launched by me.*
 - o Veit, A., Wilber, M., **Vaish, R.**, Belongie, B., Davis, J., Anand, V., Aviral, A., Chakrabarty, P., Chandak, Y., Chaturvedi, S., Devaraj, C., Dhall, A., Dwivedi, U., Gupte, S., Sridhar, S., Paga, K., Pahuja, A., Raisinghani, A., Sharma, A., Sharma, S., Sinha, D., Thakkar, N., Vignesh, K., Verma, U., Abhishek, K., Agrawal, A., Aishwarya, A., Bhattacharjee, A., Dhanasekar, S., Gullapalli, V., Gupta, S., Chandana, G., Jain, K., Kapur, S., Kasula, M., Kumar, S., Kundaliya, P., Mathur, U., Mishra, A., Mudgal, A., Nadimpalli, A., Nihit, M., Periwal, A., Sagar, A., Shah, A., Sharma, V., Sharma, Y., Siddiqui, F., Singh, V., Abhinav, S., Yadav, A. “On Optimizing Human-Machine Task Assignments”. *AAAI HCOMP 2015, San Diego, CA. Paper out of the Computer Vision project within the Crowd Research Initiative, co-launched by me.*
 - **Vaish, R.**, Muller, M., Geyer, W., Soule, T. “Crowdfunding in the Enterprise and on the Internet: Workplace Users Emphasize Collaboration and Sociality”, *Research Report RC25535, IBM Research 2015.*
 - **Vaish, R.**, Bernstein, M., Davis, J. “Crowdsourcing the Research Process”, *AAAI HCOMP 2014, Pittsburgh, PA [Doctoral Consortium mentor: Prof. Elizabeth Gerber].*
 - **Vaish, R.**, Ishikawa, S., Lundquist, S., Porter, R., Davis, J. “Human Computation for Object Detection”, *Tech Report UCSC-SOE-15-03, School of Engineering, University of California, Santa Cruz.*
 - **Vaish, R.**, Organisciak, P., Hara, K., Bigham, J., Zhang, H. “Low-effort Crowdsourcing: leveraging peripheral attention for crowd work”, *AAAI HCOMP 2014, Pittsburgh, PA [Work-in-progress and Demo].*
 - **Vaish, R.**, Johnson, J., Bernstein, M., Davis, J. “Developing Interfaces for Labeling Object Relationships in Images using Expert Crowd”, *SRC/ISSDM Symposium, LANL, UCSC, 2014*
 - Gawade, M, **Vaish, R.**, Waihumbu, M, N, Davis, J. “Exploring microwork opportunities through cybercafés”, *ACM DEV 2012, Atlanta, GA.*
 - o CITRIS Retreat UC Berkeley, 2nd October, 2013 (poster).
 - **Vaish R.**, Vaish, R. Abstract accepted on “Smart learning through smart phones”. *MIT Technology Review India’s “The Grand Challenges for Technologists in India 2010”.*
 - Agarwal, P. **Vaish, R.**, Mohta, K. Abstract accepted on “Unified Communications: An answer to India's National Security”. *MIT Technology Review India’s The Grand Challenges for Technologists in India’10.*
 - **Vaish, R.** Abstract accepted for talk on “OpenStreetMap and Python”. *PyCon India’10, Bangalore.*
 - **Vaish, R.** Talk on “Accessible maps for the visually impaired”. *Conference on Assistive Technology’09, hosted by the National Association for the Blind and the Rehabilitation Society for the Visually Impaired, Lucknow, India.*
 - **Vaish, R.** Abstract accepted for talk on “OSM Directions tool for visually impaired”. *State of the Map’09, Amsterdam, the Netherlands.*

- Nitin, **Vaish, R.**, Srivastava, U., Rana, M. “Adaptive Deterministic Routing Algorithm for k-ary n-cub Torus Network”. *7th Annual Workshop on Charm++ and its Applications '09, Parallel Programming Lab, University of Illinois at Urbana-Champaign, USA.*

ACADEMIC LEADERSHIP AND SERVICES

Organizer and Chair-level roles

- Appointed as the recruitment chair of the highly selective ACM FCA (<http://www.acm-fca.org/>).
- Co-organizing CrowdCamp at AAAI HCOMP 2017, Quebec City, Canada.
- Co-organized the 1st Workshop on Human Computation in Digital Entertainment with MIT Media Lab at AAAI AIIDE'12, Stanford, CA. <http://hcompai.soe.ucsc.edu>

Program Committee and Leadership Roles at top-tier HCI conferences and organizations

- Serving on the Program Committee at HCOMP Track of WebConf 2023.
- Serving on the Jury of CHI Interactivity 2023.
- Serving on the Program Committee at Snap Creative Challenge 2021-22.
- Served on the Program Committee at ACM UIST 2021, Virtual.
- Served on the Program Committee at AAAI HCOMP 2020, Hilversum, The Netherlands.
- Served as a course co-chair at CHI 2020, Honolulu, HI.
- Served on the Program Committee at Snap Creative Challenge at ACM IMX 2020, Barcelona, Spain.
- Served on the Program Committee at WebConf 2020 Crowdsourcing and Human Computation, Taiwan.
- Served on the Program Committee at AAAI 2020, New York, USA.
- Served on the Program Committee at the ACM IUI 2019, Los Angeles, CA.
- Served on the Program Committee at Workshop on User-Aware Conversational Agents, IUI 2019, L.A.
- Served as a Sponsorship co-chair at AAAI HCOMP 2019, Skamania Lodge, WA.
- Served on the Program Committee at ICTD 2019, Ahmedabad, India.
- Served on the Program Committee and as an Associate Chair at ACM CSCW 2019, TX, USA.
- Served on the Program Committee and as an Associate Chair at ACM CSCW 2018, NJ, USA.
- Served as the session chair for Crowdsourcing at ACM CSCW 2018, Jersey City, NJ, USA.
- Served on the Program Committee at AAAI HCOMP 2018, Zurich, Switzerland.
- Served on the Program Committee at ACM COMPASS 2018, Menlo Park, CA.
- Served on the Program Committee at ACM IUI 2018 Posters & Demos, Tokyo, Japan.
- Served on the International Advisory Committee for International Conferences 2017, JUIT, India.
- Served on the Program Committee at ACM IUI 2017, Limassol, Cyprus.
- Served as the session chair for Microtasks and Crowdsourcing at ACM CHI 2016, San Jose, CA.
- Served on the Program Committee at ACM CHI 2016 Workshop - Productivity Decomposed: Getting Big Things Done with Little Microtasks.
- Serving on the Program Committee at ICTD 2016, Ann Arbor, MI.
- Served on the Program Committee at ACM IUI 2016, Sonoma, CA.
- Served on the Program Committee and was a Volunteer Chair at ACM DEV 2014, San Jose, CA.
- Served on the Program Committee and as a reviewer at W4A 2013, 2014, 2015, co-located with WWW.
- Served as the Technical Program Committee member of conferences and workshops primarily in the area of Interconnection networks, systems, and simulation, listing them next (year-wise).
 - 2018: ISMS, UKSim
 - 2017: IEEE ICUMT, IEEE EMS, IEEE UKSim, IJSSST (associate editor)
 - 2016: IEEE ICUMT, ISMS, EUROSIM, CICSyN, EMS, AMC, UKSim, IJSSST (associate editor)

- o 2015: IEEE ICUMT, ISMS, AMS, CICSyN, CIMSim, EMS, UKSim
- o 2014: IEEE ICUMT, SIMS, UKSim, AIMS, ISMS, AMS, CICSyN
- o 2013: IEEE ISME, IEEE ICoICT, IEEE ISMS, IEEE EUROSIM, and AIMS.
- o 2012: IEEE CHUSER, IEEE SCOReD, IEEE ISBEIA, IEEE ISCAIE, IEEE ISCI, IEEE ISI, IEEE ISMS, IEEE AMS, IEEE CICSyN, IEEE EMS, IEEE ICUMT, IEEE UKSim.
- o 2011: IEEE ISMS, IEEE ICUMT, IEEE AMS, IEEE CICSyN, IEEE ICI, IEEE UKSim.
- o 2010: IEEE CICSyN, IEEE ICUMT, SDR-GCC.
- o 2009: IEEE ICUMT Workshop 40.
- Served on the Technical Program Committee of the *International Journal of Simulation: Systems, Science & Technology (Volume 12 and 13)* - A publication of the United Kingdom Simulation Society.

Reviewer at top-tier Human-Computer Interaction (HCI) conferences

- Served as a reviewer at ICWSM 2020.
- Served as a reviewer at ACM COMPASS 2018.
- Served as a reviewer at ACM Transactions on Computer-Human Interaction (TOCHI) 2017/22.
- Served as a reviewer at the International Journal of Human-Computer Studies – Elsevier 2016.
- Served as a reviewer at IEEE Transactions on Mobile Computing 2016.
- Served as a reviewer for the ICTD 2016 full papers.
- Served as a reviewer at ACM CHI 2014/15/16/17/18/19/20/21 full papers and Work-in-progress.
- Served as a reviewer at ACM IUI 2016/17/18/19.
- Served as a reviewer at ACM CSCW 2015/16/18/19/20/21 full papers.
- Served as a reviewer at ACM UIST 2014/15/16/17/18/19/21 full papers.
- Served as a reviewer at ACM MobileHCI 2014/15/16/18 full papers.
- Served as a reviewer at AAAI HCOMP 2013/18/19.
- Served as an external reviewer at the ACM SIGCHI for the CHI 2011, 2012, and 2013.

SELECTED DEVELOPMENT PROJECTS [github.com/rvaish]

- **AAAI HCOMP CrowdCamp'13:** Worked on “Waitsourcing, approaches to low effort crowdsourcing” with Jeff Bigham (CMU), Kotaro Hara (UMD), Peter Organisciak (UIUC), Haoqi Zhang (NW). <http://crowdresearch.org/blog/?p=8320>
- **Yahoo! Open Hack, Bangalore'10:** Co-developed two applications, with focus on accessibility, using Yahoo! Query Language, PayPal, Yahoo! Geo, and Windows 7 Speech Recognition APIs.
- **NASA World Wind add-on and plugin:** Developed a Point layer-based add-on, displaying the Top 50 Engineering Universities of the World, with browsing capability to their respective CS departments. The plugin shows routes from a given source to a destination on Earth (coded in C#).
- **LiveGeo:** Co-developed an application to display comparative people density at a given place and time, using SimpleGeo APIs with Utkarsh Shrivastava from Georgia Tech. Featured in [MIT Technology Review](#).
- **IBM's Great Mind Challenge 2007:** Co-developed an automated e-mail system used to send Greetings/Bulletins / Reminders within an organization using JSP/Servlets and Java.

SELECTED COURSEWORK

- Human-Computer Interaction (CMPE 231), Human Computation (CMPS 280H), Computing for Society (CMPS 290T), User Evaluation (CMPE 235), Data-Driven Discovery and Visualization (CMPS 263).