

ATIEH TAHERI

Presidential Postdoctoral Fellow at Carnegie Mellon University, Human-Computer Interaction Institute

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@atieh-taheri



Google Scholar



ORCID

RESEARCH INTERESTS

Human-Computer Interaction (HCI); Accessibility and Assistive Technology; Human-Centered AI; Generative AI Evaluation and Governance; Social Computing and AI-Mediated Communication; Inclusive Design Methods.

EDUCATION

University of California, Santa Barbara

Ph.D. in Electrical and Computer Engineering

Advisor: Dr. Misha Sra

Santa Barbara, CA

2024

University of California, Santa Barbara

M.Sc. in Electrical and Computer Engineering

Advisor: Dr. Shiv Chandrasekaran

Santa Barbara, CA

2019

Sharif University of Technology

B.Sc. in Computer Engineering

Advisor: Dr. Hamid Reza Rabiee

Tehran, Iran

2011

WORK EXPERIENCE

Carnegie Mellon University (Human-Computer Interaction Institute)

Presidential Postdoctoral Fellow

Advisors: Dr. Jeffrey P. Bigham and Dr. Patrick Carrington

HCI and Accessibility Research

Pittsburgh, PA

Sept. 2024 –

Present

Google

Ph.D. Student Researcher

Advisors: Dr. Negar Rostamzadeh and Dr. Shaun Kane

HCI and Accessibility Research Project: Accessible Interface for Text-to-

Image Generation Tools

Mountain View, CA

Aug. 2022 – Feb.

2023

Apple

Associate

Advisor: Dr. Marco Zuliani

Computer Vision and Machine Learning Research

Cupertino, CA

Summers 2016 &

2017

Magic Leap

Intern

Advisor: Dr. Jason Wither

Simulation and Implementation of Stereo Monochromatic Camera and

Depth Sensor

Mountain View, CA

Summer 2015

PUBLICATIONS**Peer-Reviewed Publications**

- P9** "I followed what felt right, not what I was told": Autonomy, Coaching, and Recognizing Bias Through AI-Mediated Dialogue
Atieh Taheri, Hamza El Alaoui, Patrick Carrington, Jeffrey P. Bigham
(To Appear) In Proceedings of *CHI Conference on Human Factors in Computing Systems*, 2026.
DOI: 10.1145/3772318.3791078
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- P8** Designing Through Lived Experience: Reflections on Control, Embodiment, and Social Bias in Accessibility Research
Atieh Taheri, Misha Sra, Patrick Carrington, Jeffrey P. Bigham
In *Proceedings of the 27th International ACM SIGACCESS (ASSETS)*, 2025.
DOI: 10.1145/3663547.3749829
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- P7** StepWrite: Adaptive Planning for Speech-Driven Text Generation
Hamza El Alaoui, **Atieh Taheri**, Yi-Hao Peng, Jeffrey P. Bigham
In *Proceedings of the ACM Symposium on User Interface Software and Technology (UIST)*, 2025.
DOI: 10.1145/3746059.3747610
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- P6** Virtual Steps: The Experience of Walking for a Lifelong Wheelchair User in Virtual Reality
Atieh Taheri*, Arthur Caetano*, Misha Sra
In *Proceedings of the 31st IEEE Conference Virtual Reality and 3D User Interfaces (VR)*, 2024.
DOI: 10.1109/VR58804.2024.00040
[* equal contribution]
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- P5** MouseClicker: Exploring Tactile Feedback and Physical Agency for People with Hand Motor Impairments
Atieh Taheri*, Carlos Gilberto Gomez-Monroy*, Vicente Borja, and Misha Sra
In *ACM Transactions on Accessible Computing (TACCESS)*, 2024, Volume 17, Issue 1, Article No.: 5.
DOI: 10.1145/3648685
[* equal contribution]
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- P4** Virtual Buddy: Redefining Conversational AI Interactions for Individuals with Hand Motor Disabilities
Atieh Taheri, Purav Bhardwaj, Arthur Caetano, Alice Zhong, Misha Sra
In *Adjunct Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology (UIST)*, 2023.
DOI: 10.1145/3586182.3616680
 **Best Poster Based on People's Choice at UIST '23**

P3 Design and Evaluation of a Hands-Free Video Game Controller for Individuals with Motor Impairments
Atieh Taheri, Ziv Weissman, Misha Sra
 In *Frontiers in Computer Science*, 2021, Volume 3, Article 751455.
 DOI: 10.3389/fcomp.2021.751455.

P2 Exploratory Design of a Hands-Free Video Game Controller for a Quadriplegic Individual
Atieh Taheri, Ziv Weissman, Misha Sra
 In *Proceedings of the Augmented Humans International Conference (AHs)*, 2021.
 DOI: 10.1145/3458709.3458946.

P1 Designing a First Person Shooter Game for Quadriplegics
Atieh Taheri, Ziv Weissman
 In *Extended Abstracts of CHI Conference on Human Factors in Computing Systems*, 2021.
 DOI: 10.1145/3411763.3451850.
 **First-place Winner of Student Game Competition at CHI '21**

Preprints & Under Review Manuscripts

PP2 Agentic Workflows for Conversational Human-AI Interaction Design
 Arthur Caetano, Kavya Verma, **Atieh Taheri**, Radha Kumaran, Zichen Chen, Jiaao Chen, Tobias Höllerer, Misha Sra
 arXiv preprint: arXiv.2309.02402

PP1 Breaking Barriers to Creative Expression: Co-Designing and Implementing an Accessible Text-to-Image Interface
Atieh Taheri, Mohammad Izadi, Gururaj Shriram, Negar Rostamzadeh, Shaun Kane
 In *Machine Learning for Creativity and Design*, NeurIPS 2023 Workshop.
 arXiv preprint: arXiv:2501.18002

AWARDS & HONORS

Awardee, OpenAI Researcher Access Grant - \$5,000 API Credits, 2025 USA

Awardee, Presidential Postdoctoral Fellowship, Carnegie Mellon University 2024 USA

Awardee, People's Choice Best Poster at UIST 2023 USA

Awardee, UC Santa Barbara Doctoral Student Travel Grant USA

First-place Winner, Student Game Competition, Category of Innovative Interfaces at CHI 2021 USA

Awardee, GHC Student Scholarship for Virtual Grace Hopper Celebration 2021 USA

Awardee, Fellowship for Outstanding Academics at UC Santa Barbara’s Electrical and Computer Engineering Dept. 2021 *USA*

Recognized, Outstanding Lower-Division Italian Student at UC Santa Barbara’s Dept. of French & Italian 2019 and 2020 *USA*

Awardee, Fellowship at UC Santa Barbara’s Electrical and Computer Engineering Dept. 2014 *USA*

Awardee, Fellowship of Exceptional Talents at Sharif University of Technology 2011 *Iran*

Ranked 2nd, Cumulative GPA among B.Sc. students in Software Engineering Major at Sharif University of Technology 2011 *Iran*

Ranked 6th, Cumulative GPA among all B.Sc. students in Computer Engineering at Sharif University of Technology 2011 *Iran*

TECHNICAL SKILLS

Programming Languages	C/C++, Python, MATLAB, HTML, CSS, JavaScript	Libraries & Frameworks	PyTorch, Tensorflow, Keras, OpenCV, OpenGL
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Game Design & Graphics	Unity 3D, Unreal Engine	Database Technologies	SQL, MongoDB
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VOLUNTEER EXPERIENCE & LEADERSHIP

Associate Chair, ACM CHI '26 Papers Track

Program Committee Member, ACM AHs '26

Program Committee Member, ACM ASSETS '25

Graduate Student Mentor Training Certificate, UR2PhD Program (CRA), 2025

Reviewer & Recognized Outstanding Reviewer, ACM CHI ('24 LBW, '25, '26), NordiCHI '22, IEEE VR '24

Received Special Recognitions for Outstanding Reviews from ACM CHI ('24 LBW, '25) and NordiCHI ('22); contributed extensive reviewing and meta-reviewing service across major HCI venues

Undergraduate Research Mentor, NSF REU Program, an undergraduate student on a VR project, 2025

Mentor to Undergraduate and Graduate Students, Provided research mentorship to 5 students across VR, accessibility, AI-mediated interaction. Guided study design, prototyping, writing, and research dissemination, 2020-Present

Co-organizer, Ethical Considerations in Creative Applications of Computer Vision (EC3V) Workshop, CVPR '23 & CVPR '24

Master's Thesis Committee Member, Contributed to the evaluation of a student's thesis, University of Washington, 2022

Area Chair, Women in Machine Learning (WiML) Workshop, NeurIPS '19

MEDIA COVERAGE & PUBLIC SCHOLARSHIP

"Virtually Accessible: HCII Researchers Ensure AR, VR Technologies Work for Everyone."
The Piper (CMU Community Newsletter), Dec 2024.

"Taheri: Presidential Postdoc Fellow."
UCSB ECE News, June 2024.

"Determined to Succeed: UCSB Student Achieves Her Dreams Despite Spinal Muscular Atrophy."
Santa Barbara News-Press, Aug 2021.

INVITED PANELS & WORKSHOPS

Panelist, "More Than Theoretical: A Panel on the Real Stakes and Challenges of XR Accessibility Research,"
XRAccessibility Workshop at IEEE VR 2025, Mar 2025. (Invited)

Speaker, Docker Community All-Hands Panel Discussion, "Has Remote Working Contributed to a More Diverse Workplace?"
Docker Inc., Aug 2022. (Invited)