Weili Shi

Creative Technologist

UX design and engineering for AI experiences

New York, NY · hello@shi-weili.com · Portfolio: shi-weili.com · LinkedIn: linkedin.com/in/shiweili

---

Summary

I design and build experiences with AI. At Microsoft Research, I led design and frontend engineering for MagenticLite, an agentic AI app that runs on small language models and keeps people in control. Before Microsoft, I spent nearly a decade creating interactive installations for museums, including MIT Museum and the Henry Ford Museum. Since 2018, AI has been both my medium and my subject, in my professional work and in my own art, presented at SIGGRAPH and exhibited internationally. I trained in both design (MFA, Parsons School of Design) and computer science (M.Eng., Tsinghua University).

Experience

Microsoft — Senior Creative Technologist

Oct 2025–present

Microsoft Research AI Frontiers (now part of Microsoft AI) · New York

- Led design and frontend engineering end to end for **MagenticLite**, an open-source agentic AI app, released in May 2026 with two purpose-built small language models, that carries out tasks across the browser and local files while keeping people in control.
- Designed one activity stream for two audiences: a concise conversation for everyday users and the detailed trace researchers need, alongside a multi-task dashboard, a notification center for moments that need the user, and a browser view that scales from a thumbnail to full screen. The model team adopted the app as a tool for testing their models on real tasks.
- Built a Figma design system and the React frontend, and developed an early design-to-code workflow in which coding agents implement the Figma designs faithfully.
- Partnered with HCI researchers on future agent experiences, such as where generative UI adds value in agentic apps and how to design for long-running, always-on agents.
- Mentored and managed an HCI PhD intern over the summer on ParallelPilot, a tool that helps developers supervise several AI coding agents running in parallel; second author on the resulting paper (arXiv preprint).

G&A (Gallagher & Associates) — Senior Creative Technologist

2023–2025

Experience design firm for museums and brand attractions · New York

- As technical lead from concept design through budgeting to production, contributed design ideas from a technology perspective and shaped them with designers, writers, and producers so technology served the visitor experience and storytelling at its best. Iterated through prototypes, field tests, and user testing.
- **Cleveland Museum of Natural History (2024):** led creative technology for the Biodiversity Table, a 9-foot multi-user data table, from concept through production. Validated datasets proposed by the museum's scientists and tested visualizations to find the stories worth telling; gave technical direction to the external development team.
- **Mississippi Arts + Entertainment Experience (2025):** led technology across a range of concepts for the museum, from immersive to hands-on, and delivered two interactive master classes for its artist studio: block printing and wood carving.

Bluecadet — Senior Developer (2019–2023), Developer (2016–2019)

2016–2023

Experience design studio for museums and cultural institutions · New York

- Prototyped and developed interactive installations, often as lead developer. Brought AI into the studio's work years before the LLM boom, as the team's AI specialist from concept through production.
- **MIT Museum (2022):** worked on media experiences for the whole museum from the first brainstorm. In its AI gallery, shaped the concepts and led prototyping and development of Collaborative Poetry, where visitors write poems with GPT-3 months before ChatGPT, and Black Box, which lets visitors watch a neural network read their face drawing. Webby Award, Best Experiential Design.
- **Henry Ford Museum (2021):** prototyped and developed the AI curation system for the AI Connections Table, pairing curators' knowledge with connections found by deep learning across 30,000+ collection objects. Two Anthem Awards.

Parsons School of Design — Adjunct Professor

2016–2017

MFA Design and Technology program · New York

- Taught Creativity & Computation Lab, the program's required creative coding course, giving every student, including designers and artists, hands-on experience with JavaScript, Arduino, openFrameworks, and Unity.
- Co-created and co-taught Coding with Cinder to bridge the gap between classroom tools and the production frameworks used in the creative technology industry.

Education

Parsons School of Design — MFA, Design and Technology · New York — 2014–2016

Tsinghua University — M.Eng., Computer Science and Technology · Beijing — 2010–2014

Huazhong University of Science and Technology — B.Eng., Electronic and Information Engineering · Wuhan — 2003–2007

Selected papers, exhibitions, and talks

- **HCI paper:** co-author, "Designing Ambient Narrative-Based Interfaces to Reflect and Motivate Physical Activity," CHI 2020, Best Paper Award.
- **Art papers:** "Terra Mars: When Earth Shines on Mars through AI's Imagination," SIGGRAPH 2019 Art Papers and Leonardo; "Shan Shui in the World," IEEE VIS Arts Program 2016, with a follow-up in IEEE Computer Graphics and Applications (2017).
- **Art exhibitions:** Ars Electronica Center, National Museum of China, New York Hall of Science, FILE São Paulo, and others.
- **Talks and service:** guest lectures at Columbia University, the University of Illinois Urbana-Champaign, Fudan University, and Monmouth University; SIGGRAPH 2020 Art Papers reviewer.

Skills

- **Design:** interaction design, UX design for AI and agentic experiences, UX engineering, multi-user and spatial interaction, prototyping, user testing, design systems, data visualization, Figma
- **Engineering:** JavaScript, TypeScript, React, HTML/CSS, Tailwind CSS, Three.js, D3.js, Python
- **AI:** LLM and agent experiences, generative UI, AI-assisted design-to-code workflows, PyTorch, TensorFlow
- **Creative technology:** Unity (C#), C++ (openFrameworks, Cinder), TouchDesigner, GLSL/HLSL shaders