

JESSE J. MARTINEZ

PhD Candidate

Paul G. Allen School of Computer Science & Engineering
University of Washington

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 @JesseDoesHCI

SUMMARY

Interactive Media Accessibility Researcher.

I explore how people hack access in imperfectly accessible contexts. My research leverages media theory, game design, disability justice, and critical design perspectives to complement traditional HCI practice and reframe our understanding of "access" so we can better consider the people, technology, and contexts we design for.

RESEARCH SUMMARY

Topics: Accessibility, Human-Computer Interaction, Games & Interactive Media

Methods: Human-Centered Design, Co-Design, Qualitative Methods & Analysis, Mixed Methods, Research through Design

EDUCATION

University of Washington

Ph.D. Student, Computer Science & Engineering
Advised by James Fogarty

2019–Present

M.S. Computer Science & Engineering
Conferred December 2022

University of Chicago

B.S. Computer Science (Specialization: Cryptography)

2015–2019

SELECTED PUBLICATIONS & PRESENTATIONS

CHI 2024	Playing on Hard Mode: Accessibility, Difficulty and Joy in Game Adoption for Gamers with Disabilities Jesse J. Martinez , Jon E. Froehlich, James Fogarty <i>Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems</i>
ASSETS 2025	Modeling Accessibility: Characterizing What We Mean by "Accessible" Kelly Avery Mack, Jesse J. Martinez , Aaleyah Lewis, Jennifer Mankoff, James Fogarty, Leah Findlater, Heather D. Evans, Cynthia L. Bennett, Emma J. McDonnell <i>Proceedings of the 2025 International ACM SIGACCESS Conference on Computers and Accessibility</i>
CHI EA 2025	OURCADE: A Game to Solve Real-World Game Accessibility Puzzles Jesse J. Martinez <i>Extended Abstract Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems</i>
CHI 2023	Chart Reader: Accessible Visualization Experiences Designed with Screen Reader Users Jesse J. Martinez & John R. Thompson, Alper Sarikaya, Edward Cutrell, Bongshin Lee <i>Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems</i>
GDC 2023	Building an Accessible Board Game Carol Mertz, Morgan Baker, Jesse J. Martinez <i>Game Developers Conference 2023</i>
CSCW 2022	Joint Media Engagement in Families Playing <i>Animal Crossing: New Horizons</i> during the COVID-19 Pandemic Jesse J. Martinez , Travis Windleharth, Qisheng Li, Arpita Bhattacharya, Katy E. Pearce, Jason C. Yip, Jin Ha Lee <i>ACM Computer Supported Cooperative Work and Social Computing 2022</i>

TEACHING

2020–2025	CSE 440: Intro to Human-Computer Interaction • Instructor: Spring 2024 • Course Redesign TA: Summer 2024 • TA: Fall 2025, Fall 2024, Winter 2024, Spring 2022, Winter 2020	University of Washington
2023	CSE 493E: The Future of Access Technologies • TA: Fall 2023	University of Washington
2021	CSE 340: Intro to Interaction Programming • TA: Spring 2021	University of Washington

SELECT ADDITIONAL WORK EXPERIENCE

2022-Present	Game Accessibility Consultant • Accessibility consultant for games studios, providing cross-disability playtesting & evaluation	Independent
Summer 2023	Research Scientist/Engineer Intern • Mentors: Jane Hoffswell (Adobe Seattle), Shunan Guo (Adobe San Jose) • Project: Designing Multilinear Data Storytelling for Adobe Analytics	Adobe Research
Summer 2021	Graduate Research Intern • Mentors: John Thompson (MSR EPIC), Bongshin Lee (MSR EPIC), Ed Cutrell (MSR Ability) • Project: Designing Accessible Data Visualizations & Data Experiences for Blind & Low-Vision Individuals	Microsoft Research
2018-2019	Undergraduate Researcher • Advisor: Blase Ur (Computer Science) • Smart home automation research in the Security, Usability, and Privacy Education & Research Group	SUPERgroup @ UChicago
Summer 2017	Alternate Reality Game (ARG) Design Intern • Mentors: Patrick Jagoda & Ashlyn Sparrow (Media Arts & Design) • Game, puzzle, and narrative designer on UChicago's 2017 freshman orientation ARG <i>'the parasite'</i>	University of Chicago

SERVICE

2023-Present	Accessibility Committee Member <i>Paul G. Allen School of Computer Science & Engineering</i>
2023-2024	Hybrid/Virtual Experience Chair <i>ASSETS 2024 (St. John's, Newfoundland)</i> Co-chairs: Oliver Alonzo, Emma McDonnell, Jay Henderson
2021-Present	Accessibility Student Coordinator <i>DUB Group, University of Washington</i>
2025	Graduate Visit Days Accessibility Coordinator <i>UW CSE Graduate Student Volunteer Committee</i>
2023	Organizer - Accessible Esports Showcase <i>UW CREATE</i>
2023-Present	Community Games Chair <i>UW CSE Graduate Student Volunteer Committee</i>
2020-2023	Social Chair <i>UW CSE Graduate Student Volunteer Committee</i>
2022	Student Volunteer (Accessibility) <i>CHI 2022 (New Orleans)</i>
2020-2021	LGBTQ+ Events Coordinator <i>UW CSE Graduate Student Volunteer Committee</i>

AWARDS & FELLOWSHIPS

2025	GitHub Research Grant Recipient <i>GitHub Accessibility</i>
2025	Honorable Mention - Best Academic Research <i>Game Accessibility Conference Awards</i>
2019-Present	LEAP Fellow <i>University of Washington</i>
2019-2022	ARCS Fellowship <i>ARCS Foundation</i>
2019-2020	College of Engineering Dean's Fellowship <i>University of Washington</i>
2015-2019	University Scholar Award <i>University of Chicago</i>
2015-2019	Neubauer National Hispanic Recognition Scholarship <i>University of Chicago</i>

FULL LIST OF PUBLICATIONS & PRESENTATIONS

ASSETS 2025	Modeling Accessibility: Characterizing What We Mean by "Accessible" Kelly Avery Mack, Jesse J. Martinez , Aaleyah Lewis, Jennifer Mankoff, James Fogarty, Leah Findlater, Heather D. Evans, Cynthia L. Bennett, Emma J. McDonnell <i>Proceedings of the 2025 International ACM SIGACCESS Conference on Computers and Accessibility</i>
CHI 2025	Inaccessible and Deceptive: Examining Experiences of Deceptive Design with People Who Use Visual Accessibility Technology Aaleyah Lewis, Jesse J. Martinez , Maitraye Das, James Fogarty <i>Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems</i>

- CHI EA 2025 **OURCADE: A Game to Solve Real-World Game Accessibility Puzzles**
Jesse J. Martinez
Extended Abstract Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems
- CHI 2024 **Playing on Hard Mode: Accessibility, Difficulty and Joy in Game Adoption for Gamers with Disabilities**
Jesse J. Martinez, Jon E. Froehlich, James Fogarty
Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems
- CHI 2023 **Chart Reader: Accessible Visualization Experiences Designed with Screen Reader Users**
Jesse J. Martinez & John R. Thompson, Alper Sarikaya, Edward Cutrell, Bongshin Lee
Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems
- GDC 2023 **Building an Accessible Board Game**
Carol Mertz, Morgan Baker, **Jesse J. Martinez**
Game Developers Conference 2023
- CSCW 2022 **Joint Media Engagement in Families Playing *Animal Crossing*: New Horizons during the COVID-19 Pandemic**
Jesse J. Martinez, Travis Windleharth, Qisheng Li, Arpita Bhattacharya, Katy E. Pearce, Jason C. Yip, Jin Ha Lee
ACM Computer Supported Cooperative Work and Social Computing 2022
- G&C 2022 **Families playing *Animal Crossing* together: Coping with video games during the COVID-19 pandemic**
Katy E. Pearce, Jason C. Yip, Jin Ha Lee, **Jesse J. Martinez**, Travis W. Windleharth, Arpita Bhattacharya, Qisheng Li
Games & Culture 2022
- PPM 2022 **"I need to just have a couple of White claws and play animal crossing tonight": Parents coping with video games during the COVID-19 pandemic.**
Katy E. Pearce, Jason C. Yip, Jin Ha Lee, **Jesse J. Martinez**, Travis W. Windleharth, Qisheng Li, Arpita Bhattacharya
Psychology of Popular Media 2022
- ASSETS EA 2021 **A Preliminary Analysis of Android Educational Game Accessibility**
Jesse J. Martinez, James Fogarty, Jon Froehlich
Extended Abstract Proceedings of the 2021 International ACM SIGACCESS Conference on Computers and Accessibility
- ICSE 2019 **AutoTap: Synthesizing and repairing trigger-action programs using LTL properties**
Lefan Zhang, Weijia He, **Jesse J. Martinez**, Noah Brackenburg, Shan Lu, Blase Ur
2019 IEEE International Conference on Software Engineering (ICSE)
- SPW 2019 **When smart devices are stupid: Negative experiences using home smart devices**
Weijia He, **Jesse J. Martinez**, Roshni Padhi, Lefan Zhang, Blase Ur
2019 IEEE Security and Privacy Workshops