

Bryan Wang

Research Scientist · Adobe Research

Ph.D. in Computer Science · University of Toronto

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SUMMARY

Human-AI interaction researcher who ships AI-powered tools that augment human creativity and capability, with a recent focus on generative AI for video and audio. End-to-end builder across ML, backend, frontend, and interaction design.

EXPERIENCE

Research Scientist · Adobe Research

2024 to Present

Leading 0→1 research on AI creative tools, from problem framing to prototyping and shipping, in close collaboration with Product, Design, and Engineering.

- Led Precision Flow and contributed to Generate Soundtrack, both shipped in Adobe Firefly
- Mentored 4 PhD interns, published 6 peer-reviewed papers, and filed 3 patents

Research Intern · Meta Reality Labs - Research

Summer 2023

Created LAVE, an LLM-powered video editing agent that plans, searches, and edits footage through natural conversation.

Student Researcher · Google Research

Summer 2022

Among the first to show LLMs could enable conversational interaction with GUI through prompting alone, no task-specific training required.

Research Intern · Adobe Research

Summer 2021, Winter 2022

Built ROPE, an NLP-driven tool that automatically condenses voice recordings into social-media-ready audio stories while preserving narrative flow.

Research Intern · Google Research

Summer 2020, Winter 2021

Created a 110K-summary, 22K-screen multimodal dataset and trained vision-language models to automatically summarize mobile UIs.

SHIPPED PRODUCTS

Precision Flow · Adobe Firefly · Research Lead (0→1)

2026

A Firefly image editing feature that renders every edit as a continuous spectrum. Glide a slider from A to B and land anywhere in between.

Generate Soundtrack · Adobe Firefly · Contributor

2025

A Firefly audio tool that generates commercially-safe instrumental soundtracks from a text prompt or video. Music that fits your footage, automatically.

SELECTED PUBLICATIONS

1,400+ citations · h-index 16 · See full list on Google Scholar.

Vidmento: Creating Video Stories Through Context-Aware Expansion With Generative Video CHI 2026

Catherine Yeh, Anh Truong, Mira Dontcheva, [Bryan Wang](#)

VidTune: Creating Video Soundtracks with Generative Music and Contextual Thumbnails CHI 2026

Mina Huh, Ailie C. Fraser, Dingzeyu Li, Mira Dontcheva, [Bryan Wang](#)

MapStory: Prototyping Editable Map Animations with LLM Agents UIST 2025

Aditya Gunturu, Ben Pearman, Keiichi Ihara, Morteza Faraji, [Bryan Wang](#), Rubaiat Habib Kazi, Ryo Suzuki

LAVE: LLM-Powered Agent Assistance and Language Augmentation for Video Editing IUI 2024

[Bryan Wang](#), Yuliang Li, Zhaoyang Lv, Haijun Xia, Yan Xu, Raj Sodhi

Promptify: Text-to-Image Generation through Interactive Prompt Exploration with Large Language Models UIST 2023

Stephen Brade, [Bryan Wang](#), Mauricio Sousa, Sageev Oore, Tovi Grossman

Enabling Conversational Interaction with Mobile UI using Large Language Models CHI 2023

[Bryan Wang](#), Gang Li, Yang Li

Soloist: Generating Mixed-Initiative Tutorials from Existing Guitar Instructional Videos Through Audio Processing CHI 2021

[Bryan Wang](#), Meng Yu Yang, Tovi Grossman

EDUCATION

Ph.D. in Computer Science · University of Toronto · Advisor: Tovi Grossman 2024

Thesis: Human-AI Systems for Creating, Consuming, and Interacting with Digital Content

M.Sc. in Computer Science · University of Toronto · Advisor: Tovi Grossman 2020

B.Sc. in Computer Science · National Taiwan University 2018

SELECTED HONOURS

Jazzki Human-Machine Creativity Award, First Place · SynthScribe 2024

Wolfond Scholarship · University of Toronto · \$5,000 CAD 2023 to 2024

DiDi Graduate Student Award in Computer Science · University of Toronto · \$10,000 CAD, two years 2021 to 2023

Apple AI/ML Fellowship Nominee · University of Toronto · one of three at the school 2022

SKILLS

RESEARCH AREAS Human-AI Interaction · Interaction Design · Creativity Support Tools · Video & Audio Production · LLM Agents & UI Automation

ENGINEERING Python · TypeScript / React / Next.js / CSS · PyTorch · LLM tooling