

# Yanwei Huang

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EDUCATION	<b>Zhejiang University</b> , Hangzhou, China	
	<ul style="list-style-type: none"><li>M.S. in Software Engineering<ul style="list-style-type: none"><li>Cumulative GPA: 92.36 / 100</li></ul></li><li>B.S. in Computer Science<ul style="list-style-type: none"><li>Cumulative GPA: 3.91 / 4</li></ul></li></ul>	Sep 2022 – Now Sep 2018 – Jun 2022
RESEARCH EXPERIENCE	<b>Data Interaction Group, Carnegie Mellon University</b> <ul style="list-style-type: none"><li>Supervisor: AProf. Adam Perer and Prof. Jason I. Hong<ul style="list-style-type: none"><li>Focus: Sensemaking and auditing of large language models</li></ul></li></ul> <b>Interactive Data Group, Zhejiang University</b> <ul style="list-style-type: none"><li>Supervisors: Prof. Yingcai Wu and AProf. Di Weng<ul style="list-style-type: none"><li>Projects: Rigel, NL2Rigel, and Table Illustrator</li><li>Focus: Designing user-friendly table wrangling interfaces for average data practitioners</li></ul></li></ul>	Jul 2024 – Now Jun 2021 – Now
INTERESTS	Visualization, Generative AI, Data Science, UI design, and human-computer interaction	
PUBLICATIONS	<b>UNDER REVIEW</b> <ul style="list-style-type: none"><li>[–] <u>Y. Huang</u>, Y. Miao, D. Weng, A. Perer, and Y. Wu, “StructVizor: Interactive profiling of semi-structured textual data,” <i>CHI 2025</i>, Under review.</li></ul> <b>FIRST-AUTHOR PAPERS</b> <ul style="list-style-type: none"><li>[1] <u>Y. Huang</u>, Y. Yang, X. Shu, R. Chen, D. Weng, and Y. Wu, “Table Illustrator: Puzzle-based interactive authoring of plain tables,” <i>CHI 2024</i>.</li><li>[2] <u>Y. Huang</u>, Y. Zhou, R. Chen, C. Pan, X. Shu, D. Weng, and Y. Wu, “Interactive Table Synthesis with Natural Language,” <i>IEEE Trans. Visualization &amp; Comp. Graphics</i>, 2023.</li></ul> <b>OTHER PAPERS</b> <ul style="list-style-type: none"><li>[3] R. Chen, D. Weng, Y. Huang, X. Shu, J. Zhou, G. Sun, and Y. Wu, “Rigel: Transforming Tabular Data by Declarative Mapping,” <i>IEEE Trans. Visualization &amp; Comp. Graphics (Proc. VIS)</i>, Jan 2023.</li><li>[4] M. Wu, L. Jiang, J. Xiang, Y. Huang, H. Cui, L. Zhang, and Y. Zhang, “One Fuzzing Strategy to Rule Them All,” in <i>International Conference on Software Engineering (ICSE)</i>, May 2022.</li></ul>	
AWARDS & SCHOLARSHIPS	<ul style="list-style-type: none"><li>National Scholarship</li><li>Outstanding Graduate Award, Zhejiang University</li><li>Yongping Scholarship</li><li>China Collegiate Programming Contest, Bronze Medal</li></ul>	2024 2023 2022 2019
INTERNSHIPS	<b>Frontend Engineer Internship</b> , ByteDance Inc., Shanghai, China <ul style="list-style-type: none"><li>Collaborate with Lark Suite<ul style="list-style-type: none"><li>Participated in developing Lark frontend</li></ul></li></ul>	Feb 2021 – Jun 2021
SERVICES	<ul style="list-style-type: none"><li>Reviewer: ACM CHI, IEEE VIS, IEEE PacificVis Journal Track, ChinaVIS</li><li>Teaching Assistant: C Programming, Seminars for Mixed-class Students</li></ul>	
LANGUAGES	Fluent English (TOEFL: 108)	
SKILLS	<ul style="list-style-type: none"><li>Web development (React, Vue, TypeScript)</li><li>Data visualization (D3, Vega, Seaborn)</li><li>Native Development (Python, C/C++, Java)</li><li>UI Design (Adobe Illustrator, Figma)</li></ul>	