

# Yanwei Huang

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EDUCATION	<b>Zhejiang University</b> , Hangzhou, China	
	▪ M.S. in Software Engineering	Sep 2022 – Now
	• Cumulative GPA: 92.36 / 100	
	▪ B.S. in Computer Science	Sep 2018 – Jun 2022
	• Cumulative GPA: 3.91 / 4	
RESEARCH EXPERIENCE	<b>Data Interaction Group</b> , Carnegie Mellon University	Jul 2024 – Now
	▪ Supervisor: AProf. Adam Perer	
	• Focus: Sensemaking and application of large language models	
	<b>Interactive Data Group</b> , Zhejiang University	Jun 2021 – Now
	▪ Supervisors: Prof. Yingcai Wu and AProf. Di Weng	
	• Projects: Rigel, NL2Rigel, and Table Illustrator	
	• Focus: Designing user-friendly table wrangling interfaces for average data practitioners	
INTERESTS	Visualization, Generative AI, UI design, and human-computer interaction	
PUBLICATIONS	<b>FIRST-AUTHOR PAPERS</b>	
	[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</i> 2024.	
	[2] Y. Huang, 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.	
	<b>OTHER PAPERS</b>	
	[3] R. Chen, D. Weng, <u>Y. Huang</u> , 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.	
	[4] M. Wu, L. Jiang, J. Xiang, <u>Y. Huang</u> , 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.	
AWARDS & SCHOLARSHIPS	▪ Outstanding Graduate Award, Zhejiang University	2023
	▪ University Scholarships, Zhejiang University	2018 – 2023
	▪ China Collegiate Programming Contest, Bronze Medal	2019
INTERNSHIPS	<b>Frontend Engineer Internship</b> , ByteDance Inc., Shanghai, China	Feb 2021 – Jun 2021
	▪ Collaborate with Lark Suite	
	• Participated in developing Lark frontend	
LANGUAGES	Fluent English (TOEFL: 108)	
SKILLS	▪ Web development (React, Vue, TypeScript)	
	▪ Data visualization (D3, Vega, Seaborn)	
	▪ Native Development (Python, C/C++, Java)	
	▪ UI Design (Adobe Illustrator, Figma)	

[CV compiled on 2024-07-03]