

Yanwei Huang

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EDUCATION	Zhejiang University , Hangzhou, China	
	<ul style="list-style-type: none">M.S. in Software Engineering • Cumulative GPA: 92.36 / 100	Sep 2022 – Now
	<ul style="list-style-type: none">B.S. in Computer Science • Cumulative GPA: 3.91 / 4	Sep 2018 – Jun 2022
RESEARCH EXPERIENCE	Interactive Data Group , Zhejiang University	Jun 2021 – Now
	<ul style="list-style-type: none">Supervisors: Prof. Yingcai Wu and AProf. Di WengProjects: Rigel, NL2Rigel, and Table IllustratorFocus: Designing user-friendly table wrangling interfaces for average data practitioners	
INTERESTS	Visualization, UI design, and human-computer interaction	
PUBLICATIONS	FIRST-AUTHOR PAPERS	
	[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>Accepted for CHI 2024</i> .	
	[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 & Comp. Graphics</i> , 2023.	
	OTHER PAPERS	
	[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 & 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	<ul style="list-style-type: none">Outstanding Graduate Award, Zhejiang UniversityUniversity Scholarships, Zhejiang UniversityChina Collegiate Programming Contest, Bronze Medal	<div>2023</div> <div>2018 – 2023</div> <div>2019</div>
INTERNSHIPS	Frontend Engineer Internship , ByteDance Inc., Shanghai, China	Feb 2021 – Jun 2021
	<ul style="list-style-type: none">Collaborate with Lark SuiteParticipated in developing Lark frontend	
LANGUAGES	Fluent English (TOEFL: 108)	
SKILLS	<ul style="list-style-type: none">Web development (React, Vue, TypeScript)Data visualization (D3, Vega, Seaborn)Native Development (Python, C/C++, Java)UI Design (Adobe Illustrator, Figma)	

[CV compiled on 2024-02-27]