

# CONGRONG ZHANG

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## EDUCATION

**Master of Interaction Design**, University of Queensland, GPA: 3.94/4.00 Jul, 2022 - Jul, 2024  
 Coursework: *Human-Computer Interaction, Design Thinking, Digital Prototyping, Introduction to Web Design, Social Mobile Computing, Design Computing Studio 1 and 2, Graphic Design, Physical Computing Studio*

**Bachelor of Industrial Design**, North China University of Technology, GPA: 3.83/4.00 Sept, 2017 - Jul, 2021

## RESEARCH EXPERIENCE

**Research Assistant** July, 2024 - present  
 School of Electrical Engineering and Computer Science University of Queensland

- Work under the guidance of Associate Professor **Ben Matthews** on the AI Application in Hospital Project, focusing on the integration and optimization of AI technologies in healthcare.
- Conduct an in-depth analysis of existing AI applications in the hospital sector to identify strengths, weaknesses, and opportunities for technological enhancements.
- Perform thematic evaluations of AI implementations in various medical settings.
- Create Venn diagrams to illustrate the interrelationships among the identified themes, facilitating better communication and understanding among project stakeholders.

## MANUSCRIPTS IN REVIEW

1. **Zhang, C.**, Ambe, A., Matthews, B. (2025). Co-design of Human-AI Interaction for Enhanced Information Support During Patient Handover: Nurses' Perspectives. Paper submitted to the *Conference on Computer-Supported Cooperative Work and Social Computing (CSCW)*, 2025 (Under Review)

## PROJECTS

**'Antennae U' Wearable Device** [Web], [Code] IxD Exhibit in 2024 s1  
 Led the 3D modeling design and implementation the project, focusing on enhancing human connections through wearable tangible interaction.

**'RhymeBuddy' 3D Game** [Web], [Code] DECO 3500 Social Mobile Computing in 2023 s2  
 Led the brainstorming, user testing, and analysis, a Unity-based 3D game designed to facilitate social connections through music for young people with social anxiety.

**'HomeSquare' Application** [Video], [Prototype], [Flyers] DECO 7250 Design Computing Studio 2 in 2023 s2  
 Spearheaded the UI and UX design, a smartphone application aimed at enhancing cohesion among residents of large shared accommodations.

**'GestureSync' Software** [Video], [Poster] DECO 7385 Studio 3 - Build in 2023 s2  
 Led the UI and UX design, a software enhancing communication for the deaf community via gesture recognition.

## HONORS AND FELLOWSHIPS

2024	<b>Dean's Commendation for Academic Excellence</b> , University of Queensland	Brisbane, Australia
2023	<b>Dean's Commendation for Academic Excellence</b> , University of Queensland	Brisbane, Australia
2020	<b>2<sup>nd</sup> Prize Academic Scholarship</b> , North China University of Technology	Beijing, China
2019	<b>2<sup>nd</sup> Prize Academic Scholarship</b> , North China University of Technology	Beijing, China
2018	<b>Excellent Student Cadre</b> , North China University of Technology	Beijing, China
2018	<b>2<sup>nd</sup> Prize Academic Scholarship</b> , North China University of Technology	Beijing, China

## WORKING EXPERIENCE

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| <b>Volunteer Department</b> , <i>Federation of Campus Clubs</i> , Beijing, China   | 2017 - 2019 |
| <ul style="list-style-type: none"><li>• Organized weekly volunteer activities for the School for the Intellectually Disabled</li></ul>   |             |
| <b>Cultural and Creative Design Project Team</b> , <i>Haoxue Social Media Studio</i> , Beijing, China  | 2018 - 2019 |
| <ul style="list-style-type: none"><li>• Directed and implemented the National Youth Green Adoption Project</li><li>• Developed and designed innovative cultural and creative products for the campus</li></ul> |             |

## SKILLS

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**Graphic Design**    Illustrator, Photoshop, InDesign, Figma  
**Digital and Physical Prototype**    Unity, Arduino IDE  
**3D Modelling and Animation**    Fusion 360, Rhino, Solidworks, Keyshot  
**Web Development**    HTML, CSS, Javascript