

CONGRONG ZHANG

✉ congrong.zhang@uq.edu.au 🏠 <https://congrongzhang.github.io>

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

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

WORKING EXPERIENCE

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

SKILLS

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