Qinshi Zhang   [Homepage](#)

CONTACT INFORMATION

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RESEARCH INTERESTS

Human-Computer Interaction, Human-AI Interaction, Social Computing, Game design and Development, Social Security, Sustainability

EDUCATION

University of California, San Diego(UCSD) — San Diego, CA
Master of Science in Computer Science and Engineering — Sep. 2024 (expected)

University of California, Irvine (UCI) — Irvine, CA
GSTAR in Computer Science — Sep. 2023 - Jun. 2024

Auckland University of Technology (AUT) — Auckland, NZ
Bachelor of Computer and Information Sciences — Sep. 2021 - Jun. 2023

China Jiliang University (CJLU) — Hangzhou, CN
B.Eng in Computer Science and Technology — Sep. 2019 - Jun. 2021

ACADEMIC EXPERIENCE

Mobile Sensing of Pedestrian Behaviors — Oct. 2023 - Present
Advisor: Dr. Kaixing Zhao

- Proposed the idea of using mobile sensing to combine pedestrian monitoring with machine learning algorithms for addressing campus safety issues
- Conducted a literature review on mobile sensing, incentive mechanisms
- Responsible for collecting pedestrian behavior feedback data and evaluating data quality

ChatGPT-based Climate Change Promotion Game — Jun. 2023 - Dec. 2023
Advisor: Dr. Ray LC

- Proposed the idea of a ChatGPT-based interactive game to promote climate change actions
- Developed a world-building game utilizing GPT-4 and other NLP techniques(as web developer)
- Responsible for user studies, including recruiting, interviewing, data analysis, and writing

Gstreamer-based Video Analysis Framework Design — Sep. 2022 - May. 2023
Advisor: Dr. Haijun Tao & Dr.Lin Xiang

- Developed a video analysis framework based on the Gstreamer library and Yolo v5 algorithm
- Designed user interface and developed the web page
- Constructed a dataset by collecting real-time video monitoring and detection data

Intelligent Ping Pong Ball-Picking Robot — Sep. 2022 - Dec. 2022
Advisor: Dr. Mahsa Mohaghegh

- Proposed the idea of using Raspberry Pi sensors to develop a robot that could automatically identify and pick up table tennis balls.
- Leveraged and fine-tuned existing computer vision algorithms and utilized the Raspberry Pi circuit to facilitate the sensors.
- Responsible for research project writing and data analysis.

PUBLICATIONS	Suifang Zhou*, Latisha Besariani Hendra*, **Qinshi Zhang***, Jussi Holopainen, RAY LC†. Eternagram: Probing Player Attitudes Towards Climate Change Using a ChatGPT-Driven Text-based Adventure. In *The ACM CHI conference on Human Factors in Computing Systems*. CHI 2024 · Full Paper
EXHIBITIONS	Suifang Zhou, Latisha Besariani Hendra, **Qinshi Zhang**, Jussi Holopainen, RAY LC†. Artwork: Eternagram-GenAI in a Social Media Conversation. In *The Prix Ars Electronica (Interactive Art + 2024)*. ARS ELECTRONICA'24 · Submitted

HONORS AND AWARDS	2nd Prize,17th E-commerce Competition,Zhejiang Province(Class A)	2022
	HCIA Big Data Engineer Certificate (Junior Big Data Engineer)	2020
	Academic Scholarship, CJLU	2020
	Merit Scholarships * 4, CJLU & AUT	2019-2023

PROFESSIONAL EXPERIENCE	**Functor Z**	Hangzhou, CN
	Software Decelop Intern	June. 2021 - Sep. 2021

COMMUNITY & SERVICES	Volunteer, CHI, 2024
	Volunteer, Chinese CHI, 2023
	Volunteer, Giving Farm Service Project, 2023
	Volunteer, Senior Community Service, 2021

SKILLS	**Programming Languages:** Python(PyTorch), HTML/CSS/JavaScript(Node.js,React.js), Java, LaTeX
	Tools: Figma, Adobe Illustrator,Adobe Photoshop, Unity, Seaborn, Matplotlib
	Applicable Skills: User research (interview, survey, user testing), Prototyping, UI/UX design
	Languages: Mandarin (native), English (fluent)