

# Jinlin Miao

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## Education

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### China Academy of Art

Sept 2022 – June 2026

*B.Eng in Industrial Design*

- GPA: 3.5/4.0
- **Coursework:** User Research, User Experience, Multimodal Interaction and Design Methods, Human Behavior and Cognition in Human-Computer Interaction, Data and Information Visualization

## Research Interests

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Human-Computer Interaction (HCI), Generative AI and LLM, Immersive Experience in Mixed Reality (MR), Creativity Support Tools, Embodied Intelligence, Digital Culture Heritage, Child-Computer Interaction

## Internship Experience

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### The Future Laboratory, Tsinghua University

Beijing, China

*Research Intern*

May 2024 –

- Created prototypes combining Generative AI with tangible user interfaces to explore embodied co-creation

### Tezign Technology Co.

Hangzhou, China

*AIGC Design Intern*

July 2024 – Sept. 2024

- Produced creative concept proposals and commercial visuals using AIGC tools such as Stable Diffusion
- Developed AIGC-driven design workflows to support campaign ideation and branded content generation
- Collaborated with brand strategists and product teams to generate data-informed, high-impact ad content

### Inspiration Interdisciplinary Innovation & Entrepreneurship

Hangzhou, China

**Laboratory, Zhejiang University**

May 2023 – March 2024

*Interaction Design Intern*

- Designed UI/UX for an AIGC-based art education platform, integrating generative content with intuitive interactions
- Refined the visual output of generative models to improve instructional quality and user experience

## Research Projects

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### Tangible Negotiation

*A novel child-AI co-creation system that integrates Tangible User Interfaces (TUIs) with Generative AI technologies to enhance imagination cultivation in child art education.* [\(Video\)](#) [🔗](#)

- Tangible interaction, Generative AI and LLM, Human-AI Collaboration, Creativity Support Tools, 3D printing

### Dreamscape Moments

*A participatory co-creation installation designed to help children cope with Nyctophobia (fear of the dark) using AI-generated visuals and interactive art therapy.* [\(Video\)](#) [🔗](#)

- Generative AI, Immersive Interaction Design, Art Therapy, Real-time Interaction, Serious Game, Exposure Therapy, UX for Children, Participatory Design, OpenCV

### Schema Patt

*An original pattern design tool driven by AIGC that digitally preserves and revitalizes the traditional Yi embroidery of Hezhang, Guizhou by integrating an original pattern database with generative artificial intelligence.*

- Generative AI, Intangible Cultural Heritage, Design Tools

### Plast-ocean

*An interactive installation that generates dynamic ecological narratives through AIGC, transforming user input into real-time, co-created environmental storytelling.* [\(Video\)](#) [🔗](#)

- Generative AI, Ecological Narrative, Interaction Design, Co-creation, Ecological Sustainability, Speculative Design, Immersive Experience, Machine Learning

## Publications

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Jinlin Miao, Zhiyuan Zhou, Yilei Wu, Fenggui Rao, Fanjing Meng. *"The Immersive Art Therapy Driven by AIGC: An Innovative Approach to Alleviating Children's Nyctophobia"*. In *CHI EA '25: Extended Abstracts of the 2025 CHI Conference on Human Factors in Computing Systems*. (CHI EA '25) [🔗](#).

Yue Zhu, Zhiyuan Zhou, Jinlin Miao, Haipeng Mi, Yijie Guo. *"TangibleNegotiation: Probing Design Opportunities for Integration of Generative AI and Swarm Robotics for Imagination Cultivation in Child Art Education"*. In *UbiComp '24: Companion of the 2024 on ACM International Joint Conference on Pervasive and Ubiquitous Computing*. (UbiComp '24) [🔗](#).

Jinlin Miao, Zhiyuan Zhou, Fanjing Meng. *"Exploring Eco-Narrative Interaction through AIGC: The Creative Journey of 'Plast-ocean'"*. In *DIS '25 Companion: Companion Publication of the 2024 ACM Designing Interactive Systems Conference*. (DIS '25 Companion). To appear.

## Skills & Tools

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**Languages:** Python, C++, Processing

**Softwares:** Figma, Blender, Unity, Rhino, Stable Diffusion, Touchdesigner, Unreal Engine, Zbrush, RizomUV

**Design & Research:** User Research, UI Designing, Rapid Prototyping, Multimodal Interaction Design