Jinlin Miao

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Education

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

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

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

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, InteractionDesign, Co-creation, Ecological Sustainability, Speculative Design, Immersive Experience, Machine Learning

Publications

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

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