

WANG YAO

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EDUCATION

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|-----------------|---|
| 09/2017-06/2022 | College of Civil Engineering and Architecture, Hebei University (HBU) <ul style="list-style-type: none">➤ Bachelor of Engineering in Architecture➤ A 5-year undergraduate programme with a final GPA of 3.88/5 |
| 09/2023-10/2024 | Faculty of Construction and Environment, HongKong Polytechnic University <ul style="list-style-type: none">➤ Master of Science in Sustainable Urban Development➤ Final GPA 3.51/4.3 |

PUBLICATIONS & RESEARCH PROJECTS

Yufei Lu; Ye Jia; Guang Chen; **Yao Wang**; Peter H. F. Ng; Laura Zhou; Qing Li; Chen Li
Towards Effective Collaborative Learning in Edu-Metaverse: A Study on Learners' Anxiety, Perception, and Behaviour. **Learning Technologies and Systems** (ICWL 2024)

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| 10/2024 to 03/2025 | Breathing Scenery: Impact of Respiration Interaction in Nature Therapy <ul style="list-style-type: none">➤ The study contributes a novel framework integrating implicit/explicit cues and bio-responsive interaction in VR to significantly enhance box-breathing training efficacy, advancing immersive respiratory intervention design.➤ Unity development, Environment design, Experimental design |
| 09/2020-06/2021 | Immersive Participation in Ancient Villages' Development in Context of Rural Revitalization: exemplified by tech-stock-based cooperation development in Yuanqu Village of Handan <ul style="list-style-type: none">➤ This project aims to revitalize Yuanqu Village in Henan as the "First Ancient Village East of Taihang Mountains" through a design-for-equity model, where a design firm contributes plans as shares and commits to holistic development, achieving tripartite success in heritage conservation, tourism revival, and commercial operations.➤ Played a responsible role in brainstorming, progress management and report writing➤ Gained approval by 2020 Hebei Province College Student Innovation & Entrepreneur Training Project |
| 09/2019-06/2020 | Development of An App Called "Yigeng Murals": the digital regeneration and activation plan of Taihang Murals <ul style="list-style-type: none">➤ Endeavored to help in spreading local culture and protecting Taihang Murals by achieving artistic activation of those murals and integrating them into modern life, with adoption of digital technologies➤ Assisted project leader in ideas generation, task division, internal communication and report drafting➤ Obtained a 3rd Prize in the "Challenge Cup" Hebei Province College Student Entrepreneurship Contest |
| 09/2018-08/2019 | Influence and Enlightenment of How Urban-Rural Economic and Cultural Differences Affect Formation of Middle School Students' Consumption |

View: A Case Study in Baoding and Cangzhou in Hebei

- Explored whether and how values and consumption views of middle school students are affected by the urban-rural economic gap while comparing their living environment and economic, cultural, educational and family background
- Won a Provincial 3rd Prize for "Research Hebei Project"

WORK & INTERNSHIP

06/2022-08/2022	Game Art Designer, Beijing Bilibili Yuanli Xingju Network Tech Co., Ltd <ul style="list-style-type: none">➤ Responsible for game module integration, map building and iteration, and model-related data processing➤ Enhanced understanding of stylized scene construction, ability of data analytics and overall planning, and spatial processing and 3D modelling skills
05/2023-08/2023	Intern, Shenzhen Urban Planning & Land Resource Research Center <ul style="list-style-type: none">➤ Participated in some important planning or policies for Shenzhen, working as an assistant Urban and Rural Planner.➤ Trained practical abilities of project design, team cooperation, and information gathering and organization
07/2024 to 10/2025	Research Assistant, Department of Computing, HKPolyU <ul style="list-style-type: none">➤ Responsible for modeling and scene construction of virtual environments in projects.➤ Provide and design prototypes for the UI design portion of the application build.➤ Literature collection of human-computer interaction, as well as the development of research ideas.
10/2024 to 03/2025	Virtual Intern, Australian Research Centre for Interactive and Virtual Environments (IVE) <ul style="list-style-type: none">➤ Collaborate on the development of the virtual environment for VR breathing training projects, including programming and interactive design.➤ Refining the experimental proposal, conducting experiments, collecting data, and analyzing results

ACTIVITIES

09/2017-06/2020	President, Taihang Local Culture Research Society <ul style="list-style-type: none">➤ Led peers to carry out various activities, e.g. field trips and photo exhibitions, to investigate or promote local cultures
10/2019	Surveyor, Mapping and Research Project related to Baoding Industrial Heritage <ul style="list-style-type: none">➤ Involved in mapping and data collection of the old plant site
09/2019	Surveyor, Ancient Buildings Mapping & Protection in Yuanqu Village, Handan <ul style="list-style-type: none">➤ Surveyed and mapped the villages dating back to the Ming and Qing Dynasties➤ Sorted out and summarized the data collected
10/2017-06/2018	Student Union of College of Civil Engineering and Architecture, HBU <ul style="list-style-type: none">➤ Appointed Director of Innovation and Entrepreneurship Office

AWARDS

Language	IELTS overall 7.0
Fine Art	Aquarelle, Mark Painting, sketch
Software	Unity, Blender, Figma, Photoshop, Rhino, Maya, Stata
Photography	A signed contributor to tuchong.com, an online community of photographers
Writing	Posted poems of over 10,000 words on Jianshu.com, an online platform for
Expression	literature creators

PROFICIENCY & SKILLS

Language	IELTS overall 7.0
Fine Art	Aquarelle, Mark Painting, sketch
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