**WANG YAO**

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**EDUCATION**

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| **09/2017-06/2022**  **09/2023-10/2024** | **College of Civil Engineering and Architecture, Hebei University (HBU)**   * **Bachelor of Engineering in Architecture** * A **5-year** undergraduate programme with a final GPA of 3.88/5   **Faculty of Construction and Environment, HongKong Polytechnic University**   * **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) | |
| **10/2024 to 03/2025** | **Breathing Scenery: Impact of Respiration Interaction in Nature Therapy**   * 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**   * 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**   * 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 affecte 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**   * 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**   * 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**   * 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)***   * 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**   * 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**   * Involved in mapping and data collection of the old plant site |
| **09/2019** | ***Surveyor*, Ancient Buildings Mapping & Protection in Yuanqu Village, Handan**   * 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**   * Appointed Director of Innovation and Entrepreneurship Office   Assisted students in competition applications |
| **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  Expression | Posted poems of over 10,000 words on Jianshu.com, an online platform for literature creators |   **PROFICIENCY & SKILLS** | |
| 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  Expression | Posted poems of over 10,000 words on Jianshu.com, an online platform for literature creators |
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