Hongni Ye

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PROFILE

Human-computer interaction, interactive digital media, virtual/augmented reality, games, machine learning, embodied interaction, tangible user interface, and data-driven design.

EDUCATION

Sep 2019 – Dec 2021 Milan, Italy	**M.S. in Digital and Interaction Design** *Politecnico di Milano* - GPA:27.8/30; 30+/30 in Envisioning AI through Design, Advanced User Interface - Relevant Course: UX Design, Hardware & Software Interaction Design, Digital Art
Aug 2015 – Jul 2018	**B.S. in Software Engineering** *East China University of Technology* - GPA:3.45/4.0 ranked 1% in the first year - Relevant Course: C++ Programming, Web Development, Data Structures and Algorithms

PROFESSIONAL EXPERIENCE

Jan 2022 – present Remote	**Research Assistant** *Duke Kunshan University* - Lead a project with a topic on virtual pet evolution - Build 3D avatars for a metaverse platform - Designed and developed a website for the DKU HCI Lab
Sep 2021 – Nov 2021	**UX Design Intern** *Shenzhen Qianzhi Technology Co., Ltd.* - Designed prototypes of a mobile application about cultural and creative products - Attended envisioning an AR application about entertainment in education
Nov 2018 – May 2019 Xiamen, China	**UX/UI Design Intern** *Luckin Coffee Inc.* - Accomplished 3 to-B mobile applications and 1 web dashboard prototype design - Collaborated with the development department and established a design system
Oct 2016 – Apr 2017	**Market Research Trainee** *Uniqlo Co., Ltd.* Conducted survey with customers to understand user satisfaction in a retail store

RESEARCH EXPERIENCE & WORKSHOP

Jun 2022 – present
HCIX Summer Research Camp 2022 - ASD Project
Advisor: Xin Tong, Yaxing Yao
Topic: Design a mobile game for improving the privacy awareness of autistic children

Jun 2021 – Sep 2021
HCIX Summer Research Camp 2021, Virtual
Advisor: Xin Tong, RAL LC
Topic:The Effects of Virtual Embodiment on Implicit Biases for Vulnerable Populations

Oct 2020 – Feb 2021
Milan, Italy
I3lab, POLIMI
Topic: Explore Urban Game Through Augumented Reality
Advisor: Franca Garzotto, Pietro Crovari, Francesco Vona, Fabio Catania

Feb 2021
Professional Workshop, POLIMI
Topic: Designing Adaptive Systems Through Data and Machine Learning
Advisor: Sara Colombo

Jun 2020
User Centered Design Workshop, Virtual
Topic: Touch-free retail services design during the pandemic
Advisor: Forlizzi Jodi Lee

Aug 2016
BSP Business School Berlin, Germany
Topic: Explore entrepreneurial hot spot in Berlin

Jul 2016
Uniwersytet Ekonomiczny w Poznaniu, Poznań, Poland
Topic:European studies/Civilization

Jul 2022 – present
HCIX Summer Research Camp 2022 - TUI Project
Advisor: Xin Tong, Min Fan
Topic: Design a game with a tangible user interface for teaching children the food literacy

AWARDS & GRANTS

Mar 2022
Unity for Humanity 2022 Grant
The project Twilight Rohingya was part of Top 20 finalists

Sep 2021
Ro Plastic Prize: Responsible innovation Projects, Milan Design Week
Museo Nazionale Scienza e Tecnologia Leonardo da Vinci

Aug 2021
3rd Prize, Deecamp Artificial Intelligence Training Camp
Sinovation Ventures

Oct 2021
People's Choice Best Award, UIST Student Innovation Contest
The ACM Symposium on User Interface Software and Technology (UIST)

Oct 2020
Exhibition Excellent Work: Art and Design Education, Future Lab
West Bund Art Center, Shanghai

Nov 2015
Academic Excellence Scholarship
East China University of Technology

PUBLICATIONS

Hongni Ye, Chaoyu Zhang, Hongshen Xu, Ray LC, Xin Tong. 2022. Twilight Rohingya: The Design and Evaluation of Different Navigation Controls in a Refugee VR Environment. In Proceedings of The 21st International Conference on Cyberworlds (CW2022). Accepted, in press.

SKILLS

Development
Programming: C, C++, C#, Java, Python, Javascript/processing, HTML, CSS,
Applications and Hardware: Unity, NVIVO, Tableau, SPSS, Arduino

Design and Prototyping
Visual and Video: Adobe Suite (PS, AI, InDesign, Premiere), Sketch, Axure, Figma, Protopie, Touch Designer
3D modeling: Blender, C4D
Composing: Garageband, Logic X, Ableton

Research Methodologies
Quantitative, Qualitative, and Mixed-method Studies (Field Study, Case Study, Focus Group, Participatory Design, Exploratory Design, Research through Design, and so on)

Languages
Chinese(local), English(fluent), Italian(beginer)

SERVICE

Oct 2021   **Student Volunteer**
                         The 24th ACM Conference On Computer-Supported Cooperative Work And Social Computing (CSCW)

Oct 2021   **Student Volunteer**
                         The 34th ACM Symposium on User Interface Software and Technology (UIST)