Hongni Ye

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EDUCATION

Sep 2019 – Dec 2021	**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

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	**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 2021 – Sep 2021	**HCIX Summer Club, Virtual**

Topic:The Effects of Virtual Embodiment on Implicit Biases for Vulnerable Populations
Advisor: Xin Tong, RAY LC

Oct 2020 – Feb 2021	**I3lab, POLIMI**

Topic: Explore Urban Game Through Augumented Reality
Advisor: Franca Garzotto, Pietro Crovari, Francesco Vona, Fabio Catania

May 2020 – Jul 2020	**School of Design, POLIMI**
	Topic: Design & development of an interactive prototype that promotes sustainable behaviour on energy consumption reduction
	Advisor: Siyuan Huang, Bordegoni Monica

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

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

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

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

AWARDS

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

| 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 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

Submitted Paper

Hongni Ye, ZHANG Chaoyu, Hongshen Xu, RAY LC, Xin Tong. Perceive the Living Condition of Refugee in Virtual Reality: A Comparison of the Active and Passive Interaction Mode. Submitted to ACM CHI 2022.

SERVICE

| Sep 2017 – Sep 2016 | **Chair Assistant** |
| | *Jiangxi Calligraphers Association* |

| Oct 2021 | **Student Volunteer** |
| | *CSCW2021, UIST 2021* |