Hongni Ye

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PROFILE

I'm currently a research assistant in the HCI lab at Duke Kunshan University. My interest focus on game design, tangible user interface, and AR/VR/MR. I'm a careful, patient, and passionate person, I like to make friends with people of different cultural backgrounds. I'm in Milan but I'm flexible to work in any place in the EU.

PROFESSIONAL EXPERIENCE

Jan 2022 – present   **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   **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

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

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 **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

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

Jan 2022   **Hongni Ye, ZHANG Chaoyu, Hongshen Xu, RAY LC, Xin Tong. (2022). Perceive the Living Condition of Refugee in Virtual Reality: A Comparison of the Active and Passive Interaction Mode. Peer-reviewed Paper.**
The ACM CHI Conference on Human Factors in Computing Systems is the premier international conference of Human-Computer Interaction (HCI)

SERVICE

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

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)