

# Hongni Ye

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🌀 Cuchavira 🐦 Hongniiii 📍 Milan, Italy 🗣 ParanoidAndroidy

🏠 Hongni Ye



## EDUCATION

### M.S. in Digital and Interaction Design

Politecnico di Milano 📄

09/2019 – 12/2021 | Milan, Italy

- GPA: 3.67/4.0; 30+/30 in Envisioning AI through Design, Advanced User Interface
- Relevant Course: UX Design, Hardware & Software Interaction Design, Digital Art

Supervisor: Prof. Mario Covarrubias Rodriguez

### B.S. in Software Engineering

East China University of Technology

08/2015 – 07/2018

- GPA: 3.45/4.0 ranked 1% in the first year
- Relevant Course: C++ Programming, Web Development, Data Structures and Algorithms

## RESEARCH INTERESTS

AR/VR

Interactive Digital Media

Serious Game

Health/Well-being

AI

Embodied/ Tangible Uer Interface

## SKILLS

Unity(C#) | Unreal(C++) | Python | Arduino

Web development(javascript) | Blender | Figma

Adobe Suite (InDesign, Premiere Pro, Illustrator)

Touch Designer | Ableton live | MagicaVoxel

## RESEARCH EXPERIENCE

### Research Assistant

Duke Kunshan University HCI Lab

01/2022 – present

Led a project on designing a virtual pet game for stress interventions involving personalities

Supervisor: Prof. Xin Tong

### Research Student

HCIX Summer Research Camp

06/2021 – 09/2021

Investigated the effects of navigation modes on empathy for refugees in VR.

Supervisor of Prof. Xin Tong, and Prof. Ray LC.

### Research Student

Sinovation Ventures DeeCamp

06/2021 – 08/2021

Designed and Implemented an AI system for guiding assembly blocks while wearing an AR HMD.

Supervisor: Dr. Ran Zhang

## AWARDS

### Student Design Competition Finalist

MobileHCI

09/2022

### Unity for Humanity Grant Top 20

Unity

03/2022

### Ro Plastic Prize Finalist

Milan Design Week

09/2021

### 3rd Prize, Deecamp Artificial Intelligence Training Camp 📄

Sinovation Ventures

08/2021

### People's Choice Best Award

UIST Student Innovation Contest

10/2021

## PROFESSIONAL EXPERIENCE

### UX Design Intern

Shenzhen Qianzhi Technology Co., Ltd.

09/2021 – 11/2021 | Remote

- Designed prototypes of a mobile application about cultural and creative products
- Attended envisioning an AR application about entertainment in education

### UX/UI Designer

Luckin Coffee Inc. ☑

11/2018 – 05/2019 | Xiamen, China

- Accomplished 3 to-B mobile applications and 1 web dashboard prototype design
- Collaborated with the development department and established a design system

### Market Research Trainee

Uniqlo Co., Ltd. ☑

10/2016 – 04/2017

Conducted survey with customers to understand user satisfaction in a retail store

## PUBLICATIONS

### Twilight Rohingya: The Design and Evaluation of Different Navigation Controls in a Refugee VR Environment ☑

2022 International Conference on Cyberworlds (CW)

Hongni Ye, Chaoyu Zhang, Hongshen Xu, Ray LC, Xin Tong

## ACTIVITIES

### Student Volunteer

The 34th ACM Symposium on User Interface Software and Technology (UIST2021)

### Student Volunteer

The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW2021)

### Attendee

- The 21th International Conference on Cyberworlds (CW2022)
- The ACM International Conference on Mobile Human-Computer Interaction (MobileHCI 2022)
- IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2021)
- The 34th ACM Symposium on User Interface Software and Technology (UIST2021)
- The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW2021)

## REFEREES

**Prof. Xin Tong**, Assistant Professor,  
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**Prof. Mario Covarrubias Rodriguez**,  
Assistant Professor, Politecnico di Milano  
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**Dr. Ran Zhang**, Research Scientist, Tencent Pixel Lab  
origamidance@gmail.com