## **Huanfeng Yeh**

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#### EDUCATION

**MS in Computer Science** 

2023

Northeastern University, Khoury College of Computer

**BS** in Electrical Engineering

2021

National Changhua University of Education, Taiwan

#### RESEARCH EXPERIENCE

**Group Research Project** 

August 2024 – December 2024

#### Exploring the Perspectives of Graduate Students on Generative AI Chatbots in **Educational Contexts.**

Northeastern University: CS7170 Seminar Artificial Intelligent

- Collaborated with a team of three to investigate the use of generative AI chatbots, such as ChatGPT and Google Bard, in educational environments as part of a class research project.
- Conducted semi-structured interviews with graduate students to explore how AI chatbots influence educational tasks and the students' understanding of the technology's limitations.
- Designed a user interface prototype incorporating features such as concise responses and multimodal questioning.
- · Analyzed interview data using thematic analysis to identify common challenges and expectations regarding AI chatbots.
- Assisted in writing and presenting the final research report and project presentation.

**Group Research Project** 

January 2024 - May 2024

#### Cognitive Games & Focus - Investigating the Impact of Sudoku

Northeastern University: CS6350 Empirical Research Methods

- Completed a mixed-methods research project investigating the impact of playing cognitive games, such as Sudoku, on focus and cognitive performance.
- Developed a within-group experimental design, administering cognitive focus assessments to participants, and collecting weekly survey data on their focus levels.
- Applied statistical analysis methods, including Wilcoxon Signed-Rank, Friedman Test, and Spearman's Rank Correlation, to evaluate the relationship between game play and focus improvement.
- Presented findings and suggestions for improving data collection methods and participant engagement in future studies.

### **Working Experience**

Code For Boston Software Developer May 2024 - Present

• Developed Playwright E2E tests for the MAPLE web app, creating test coverage for database operations, validating that the app properly interacts with Firebase and NodeJS backend systems.

- Utilized JavaScript and TypeScript with Page Object Model to design test frameworks, reducing test maintenance.
- Improved test reliability by automating 80% of manual tests, optimizing the workflow for validating user roles and database consistency through Firebase Emulator in Docker.

# CENTER OF ADVANCED TECHNOLOGY FOR AUTISM SPECTRUM DISORDERS(ASD) Research Assistant Sep 2019 – Jan 2020

- Developed and implemented software solutions for interactive robotic systems used in educational settings.
- Collaborated with special education teams to ensure smooth integration of robotic systems.
- Troubleshot hardware and software interfaces, optimizing communication protocols between devices.