# JIAQI WU

(+1)734-834-8598 •wujiaq@umich.edu
Portfolio: https://kolvacs-w.github.io/WJQ.github.io/

## EDUCATION

**University of Michigan, Ann Arbor** Ann Arbor, MI, USA
Master of Science in Information, Human Computer Interaction. *September 2022 - May 2024(expected)*
Cumulative GPA: 4.0/4.0

**Fudan University** Shanghai, China
Bachelor of Science, Computer Science and Information Security. *September 2018 - July 2022*
Junior Year GPA: 3.63/4.0; Cumulative Major GPA: 3.56/4.0
**Relevant Coursework:**
Algorithm Design and Analysis (A), Introduction to Computer System I/II (A-/A), Software Security (A)

## WORKING PAPER & PUBLICATION

- [Under review] viz2viz: Prompt-driven stylized visualization generation using a diffusion model
  ***Jiaqi Wu***, John Joon Young Chung, Eytan Adar
  *Submitted to IEEE VIS 2023*
- Characterizing and Understanding the Development of Social Computing through DBLP: A Data-Driven Analysis
  ***Jiaqi Wu,*** Bodian Ye, Qingyuan Gong, Atte Oksanen, Cong Li, Jingjing Qu, Felicia F. Tian, Xiang Li, Yang Chen.
  *Journal of Social Computing, vol. 3, no. 4, pp. 287-302*

## RESEARCH EXPERIENCE

**University of Michigan, Ann Arbor** *Sept 2022–Now*
*Diffusion Model in Data Visualization*

- Identified a design space and taxonomy of stylized visualization.
- Designed and implemented viz2viz, a general recipe with specific workflows to support the creation of stylized visualization.
- Provided a guidance to modifying the viz2viz 'recipe' to different types of charts and prompts.
- Submitted a research paper on IEEE VIS 2023

**Tsinghua University · Fudan University** *January 2022–Oct 2022*
*Social Computing Research Analysis*

- Conducted a research bibliometric analysis on the social computing discipline with literature data from DBLP platform
- Designed and implemented systematic workflow for publication data filtering, information extraction and attributes labeling
- Deployed Graph network analysis , information visualization and structural hole theory to draw insights on the development of social computing research
- Published a research paper to an IEEE Journal, *Journal of Social Computing (JSC)*

**Hong Kong University of Science and Technology** *July 2021–February 2022*
[Project Link] *Human Computer Interaction Research on Augmented Reality*

- Defined a new concept of creative AR prototype of shape-based art effects and devised its working principle
- Trained a CoreML CV model with >95% accuracy and applied it to build a handDraw-based AR generation iOS app for user investigation using Apple ARKit

- Implemented systematic classification for AR prototypes and used Reality Composer and Adobe Aero to improvise numerous prototypes for research study
- Conducted a study to evaluate and optimize the design space to obtain a HCI-oriented systematic workflow

## PROJECT EXPERIENCE

**Information Retrieval: Small Search Engine on Social Computing Publication.** *University of Michigan, 2022*
Used Pyterrier, learing to rank model to design and implement a search engine for high quality social computing publications

**Statistics and Data Analysis: Dating App User Profile Analysis** *University of Michigan, 2022*
Used R language to conduct a statistical analysis on open source user profile data from Kaggle

**Interaction Design: Mobile Application For Fitness Activities** *University of Michigan, 2022*
(Group Project) Used Figma to design and implemented the prototype of a mobile application for nearby fitness activities

**Çontextual Inquiry: Improvement on UM Medicine MCard System** *University of Michigan, 2022*
(Group Project) Provided a solution plan for our client, UM Medicine MCard office to improve their system and workflow

**Natural Language Processing:** ***Analysis of Online Movie critique*** *Fudan University, 2020*
(Group Project) Used network spider with DFS to gather and pre-process 18K+ public online movie critics, and applied LSTM to train an emotion prediction model

## INTERN EXPERIENCE

**Research Intern, Tsinghua University · Fudan University**
*December 2020–June 2022*
***Big Data and Social System*** *Development*

- Used JavaScript, Python, and Node.js to design and utilize multiple functionalities (file downloading, organization management, etc.) of a mobile application for social activity data processing
- Designed the operation framework for the connection and transportation between the front-end and back-end system, and optimized the compatibility and data transmission problems to alleviate data overloading, synchronous access, and inefficient compression problems
- Established publicly accessible system with a user-friendly social management and organization tool for social data analytics

## SELECTED AWARDS

- Fudan University Outstanding Student in 2019–2020 *Oct. 2020*
- Fudan University Outstanding Undergraduate Student Scholarship *Oct. 2021*
- Fudan University Outstanding Undergraduate Student Scholarship *Oct. 2020*
- Best Project Design Officer of Fudan University Student Union *Dec. 2018*

## SKILLS AND OTHER

**Computing:** Python, Pytorch, JavaScript, SQL, Django, Pyterrier, R, C/C++, ARKit, JEB/Jadx
**Languages:** Chinese (Native), English (fluent; TOEFL iBT: 106 (speaking: 25), GRE: V-159 + Q-169 + AW- 4.0)
**Art & Design:** Sketching, painting, video editing, storyboarding**,** photography, Nuke, Final Cut Pro, Premiere