JIAQI WU

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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)*

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

- [**Working paper**] ***Jiaqi Wu***, Bodian Ye, Yang Chen, Qingyuan Gong. Understanding the Development of Social Computing through DBLP: A Research Bibilometric Analysis

RESEARCH EXPERIENCE

Tsinghua University · Fudan University *January 2022–Now*
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
- Working on a research paper to be submitted to *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

Tsinghua University · Fudan University *December 2020–June 2022*
Big Data and Social System

- 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

Fudan University *November 2020–December 2020*

Analysis of Online Movie critique

- Developed a network spider with Python Depth-First-Search to gather and pre-process 18K+ public online movie critics on Douban
- Applied LSTM to train an emotion prediction model for movie comments and verified accuracy by user study
- Applied Jieba module for text segmentation, implemented word embedding and de-noise to get concrete emotion wordset, and made thorough analysis of online film critics

Fudan University *August 2020–November 2020*

Security of Mobile Applications

- Analyzed application security on Android devices
- Used Java and Python to optimize application security analysis with a series of simulated hacking and defense mechanisms
- Utilized JEB and Jadx to enhance ease-of-use on several versions of Android device applications

SELECTED AWARDS

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

SKILLS AND OTHER

Programming: Python, C/C++, JavaScript, 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