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)*
Cumulative GPA: 4.0/4.0
Relevant Coursework:
NLP (A), Information Retrieval (A+), Interaction Design (A)

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

- [Preprint] viz2viz: Prompt-driven stylized visualization generation using a diffusion model
  Jiaqi Wu, John Joon Young Chung, Eytan Adar
- 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