1624 Geneva Road
Ann Arbor, MI
48103

(April) Yi Wang

(734) 277-1770
aprilww@umich.edu
https://aprilwang.me

Education

University of Michigan **Ann Arbor, MI** **September 2018 – Present**

- **Ph.D. in Information Science**
- **Research area:** Human-Computer Interaction
- **Advisors:** Professor Steve Oney and Professor Christopher Brooks

Simon Fraser University **Burnaby, Canada** **September 2016 – July 2018**

- **Master of Science in the School of Computing Science**
- **Research area:** Human-Computer Interaction
- **Master Thesis:** Investigating Learning Strategies for Conversational Programmers
- **Advisor:** Professor Parmit Chilana

Zhejiang University **Hangzhou, China** **September 2013 – July 2016**

- Bachelor of Engineering in the College of Computer Science
- Major: Digital Media Technology
- Qizhen Class in Chu Kochen Honors College
- 8 months exchange experience to Simon Fraser University

Publications

Peer-Reviewed Conference Papers

[1] **April Y. Wang**, Anant Mittal, Christopher Brooks and Steve Oney. **How Data Scientists Use Computational Notebooks for Real-Time Collaboration.** *Proceedings of the ACM : Human-Computer Interaction, Computer-Supported Cooperative Work and Social Computing (CSCW 2019) [to appear]*

[2] **April Y. Wang** and Parmit K. Chilana. **Designing Curated Conversation-Driven Explanations for Communicating Complex Technical Concepts.** *Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC 2019) [to appear]*

[3] **April Y. Wang**, Ryan Mitts, Philip J. Guo and Parmit K. Chilana. **Mismatch of Expectations: How Modern Learning Resources Fail Conversational Programmers.** *Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2018)*

[4] Laton Vermette, Shruti Dembla, **April Y. Wang**, Joanna McGrenere and Parmit K. Chilana. (2018) **Social CheatSheet: An Interactive Community-Curated Information Overlay for Web Applications.** *Proceedings of the ACM: Human-Computer Interaction (1,1), Computer-Supported Cooperative Work and Social Computing (CSCW'18)*

Workshop Paper and Poster

[5] **April Y. Wang**, Steve Oney and Christopher Brooks. (2019) **Redesigning Notebooks for Data Science Education.** *Workshop on Human-Centered Study of Data Science Work Practices at ACM Conference on Human Factors in Computing Systems (CHI'19)*

[6] **April Y. Wang** and Parmit K. Chilana. (2017) **Investigating Learning Strategies of Conversational Programmers.** *International Conference on Computing Education Research (ICER'17)*

Honors and Awards

2018 Academic Year	**Best Paper Honorable Mention** The ACM CHI Conference on Human Factors in Computing Systems (CHI 2018, top 5%)
	Computing Science Graduate Fellowship Awarded by Simon Fraser University
2016 Academic Year	**Computing Science Graduate Fellowship** Awarded by Simon Fraser University
2015 Academic Year	**Fellowship for Internship (Second Place)** Awarded by Zhejiang University
2014 Academic Year	**Fellowship for Academic Performance (Third Place)** Awarded by Zhejiang University

Research Experience

Conversational Programmer [3, 6] **Thesis** **May 2017 - May 2018**

- Research question: *"How can we better support the learning needs of conversational programmers - who are motivated to learn programming to improve their participation in technical conversations?"*
- Reviewed prior works on non-traditional learner populations and how people interact with formal and informal programming learning resources
- Conducted interviews with 23 conversational programmers to investigate their learning strategies
- Collected, coded, and analyzed data using ATLAS.ti
- Used an inductive analysis approach and affinity diagrams to explore the themes under the guidance of Prof. Parmit Chilana and Prof. Philip Guo

Social CheatSheet [4] **Research Assistant** **January 2017 - May 2017**

- Research question: *"How do users perceive the usability and usefulness of Social CheatSheet - an interactive community-curated information overlay for web applications?"*
- Assisted running a weeklong field deployment using a task-based approach
- Recruited 15 participants on campus
- Designed deployment tasks on university's learning management system
- Made the demo video for this project

Real-time SSS Rendering **Undergraduate Capstone Project** **October 2015 - June 2016**

- Explored real-time human skin rendering algorithms with realistic subsurface scattering(SSS) effect, under the guidance of Prof. Tianlei Hu
- Implemented the SSS rendering algorithms using OpenGL/C++

Emotive AI Reactive Characters **Undergraduate Research Assistant** **January 2015 - May 2015**

- Undergraduate research assistant in the iVizLab, SFU SIAT, under the guidance of Prof. Steve DiPaola
- Assisted with scripting in Unreal Engine to connect the virtual characters with corresponding poses

Realistic Rendering of Sea Ice **Undergraduate Research Assistant** **October 2013 - March 2014**

- Undergraduate research assistant in CAD/CG Lab, Zhejiang University, guided by Prof. Zhangye Wang
- Assisted with building the 3D sea ice model in AutoCAD for testing the rendering algorithm

Academic Service

Reviewer CSCW'19, CHI'19, TEI'19, AIED'19
Student Volunteer CHI'19

Students Mentored

- Zihan Wu, undergraduate summer intern student, Tsinghua University, 2019
- Natalie Gross, BSI student, University of Michigan, 2018
- Jamie Neumann, BSI student, University of Michigan, 2018
- Rebecca Parada, BSI student, University of Michigan, 2018
- Ryan Mitts, Undergraduate student, Simon Fraser University, 2017

Teaching Experience

Simon Fraser University

- Teaching Assistant, CMPT363 User Interface Design, Spring 2017
- Teaching Assistant, CMPT363 User Interface Design, Spring 2018

Work Experience

NetEase Game **Junior Software Developer Intern** **October 2015 - July 2016**

- Joined the game engine development group at Pangu Game Studio
- Improved the wind simulation algorithm and integrated it into *Tianyu Revelation Online* using DX11
- Learned shader debugging skills using Intel GPA Frame Analyzer
- Implemented the wind textual generator in Python/QT for designers to build the assets

Intel China Research Centre **User Experience Designer Intern** **May 2015 - September 2015**

- Participated in the open-sourced project *IoT Service Orchestration Layer* - a block-based programming solution for end users to personalize IoT applications
- Assisted with gathering requirements
- Conducted the pilot testing on the low fidelity prototypes made by Axure
- Created high fidelity prototypes in Photoshop
- Made several demo videos in After Effects

Alibaba Corporation **User Experience Designer Intern** **June 2014 - September 2014**

- Assisted with the heuristic evaluation of *Aitaobao*, a social sharing shopping website
- Identified several usability problems with user engagement