

EDUCATION

Simon Fraser University **Burnaby, Canada** **September 2016 – Present**

- **Master of Science in the School of Computing Science**
- Research area: Human-Computer Interaction
- Supervisor: Prof. 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

HONORS AND AWARDS

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

PUBLICATIONS

Peer-Reviewed Conference Papers

- [1] 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)* [to appear]

In Review

- [2] **April Y. Wang**, Philip J. Guo, Parmit K. Chilana. **Mismatch of Expectations: How Modern Learning Resources Fail Conversational Programmers**. [in review]

Conference Poster

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

INVITED PRESENTATIONS

- Simon Fraser University, School of Interactive Arts and Technology (SIAT) Colloquium. "How modern learning resources fail conversational programmers." Surrey, BC, November 2017
- Victory Square Girls Tech Camp. "My story as a female researcher in computing science." Surrey, BC, July 2017

RESEARCH EXPERIENCE

Conversational Programmer [2][3] **Thesis** **May 2017 - Present**

- 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
- Given the findings in [2], I am currently working on a community-based tool for conversational programmers to learn technical terminologies in a personalized way

Social CheatSheet [1]

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

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

EXTRACURRICULAR ACTIVITIES

Simon Fraser University

- **Volunteer in SFU WiCS Mentorship Program, 2017** Mentored newly admitted female Computing Science students in adapting to university life
- **Volunteer in SFU FAS Outreach Program, 2017** Provided supports for local girls in making applications for the a tech competition; gave presentations at local elementary schools to encourage girls into coding
- **Volunteer at Vancouver GDG, 2015** Managed the official G+ account for Vancouver Google Developer Group
- **SFU Cheerleading, 2014** Participated in daily training and performances in SFU basketball games

Zhejiang University

- **Chu Kochen College Basketball Team, 2013** Participated in weekly training; won the first place at Chu Kochen College Freshmen's Basketball Tournament
- **ZJU Qiushichao Student Union, 2013** Participated in the user interface design for the Windows Phone version of *Qiushichao mobile* - a cross-platform campus information retrieval application popular among students
- **Youth League Committee at Chu Kochen College, 2012** Managed the official social media account

SKILLS

Programming Languages C/C++, Python, JavaScript, NodeJS, PHP**Web technologies** MongoDB, MySQL, HTML, CSS**Game development** Unity3d, Unreal Engine**Design tools** Photoshop, Illustrator, After Effects, Axure, Sketch**Hobbies** table tennis, basketball, video games

MEMBERSHIPS

ACM member, since November 2016