105 South State Street Ann Arbor, MI 48109

(APRIL) YI WANG

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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, Zihan Wu, Christopher Brooks and Steve Oney. Callisto: Capturing the "Why" by Connecting Conversations with Computational Narratives. Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2020), to appear
- [2] Papril 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) [Best Paper Award, top 2%]
- [3] 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)
- [4] 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) [Best Paper Honorable Mention, top 5%]
- [5] 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

[6] 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)

[7] 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

2019 Academic Year Best Paper Award

The ACM Conference on Computer-Supported Cooperative Work and Social Computing

(CSCW 2019, top 2%)

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

ACADEMIC SERVICE

Reviewer CHI'20, 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

- Teaching Assistant, CMPT363 User Interface Design, Spring 2017, Simon Fraser University
- Teaching Assistant, CMPT363 User Interface Design, Spring 2018, Simon Fraser University

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
- 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

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