

## EDUCATION

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<b>Simon Fraser University</b>	<b>Burnaby, Canada</b>	<b>September 2016 – Present</b>
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- **Master of Science in the School of Computing Science**
- Research area: Human-Computer Interaction
- Supervisor: Prof. Parmit Chilana

<b>Zhejiang University</b>	<b>Hangzhou, China</b>	<b>September 2013 – July 2016</b>
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- 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

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<b>2016 Academic Year</b>	<b>Computing Science Graduate Fellowship</b> Awarded by Simon Fraser University
<b>2015 Academic Year</b>	<b>Fellowship for Internship (Second Place)</b> Awarded by Zhejiang University
<b>2014 Academic Year</b>	<b>Fellowship for Academic Performance (Third Place)</b> Awarded by Zhejiang University

## PUBLICATIONS

### Peer-Reviewed Conference Papers

- [1] **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)*, [to appear]
- [2] 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)*

### 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

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<b>Conversational Programmer [1][3]</b>	<b>Thesis</b>	<b>May 2017 - Present</b>
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- 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 [2]**

#### **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

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### **TEACHING EXPERIENCE**

#### **Simon Fraser University**

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

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### **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

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**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

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**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

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**MEMBERSHIPS**

ACM member, since November 2016