

# YAO (MARC) WANG

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## 🔬 RESEARCH INTEREST

I am a PhD student at University of Stuttgart, supervised by Professor Andreas Bulling. I am working on visual attention modeling for optimization of information visualizations, which belongs to SFB-TRR 161 [https://www.sfbtrr161.de/research/project\\_a07/](https://www.sfbtrr161.de/research/project_a07/). My first research goal is acquiring large-scale human visual attention data without eye tracking equipment on visualizations, using crowdsourcing approaches such as webcam or mouse-clicking data. My second research goal is to computationally model human visual behavior (saliency map, scanpath) under different tasks (top-down) in visualizations. My third research goal is to develop an automatic toolbox to assist designers optimizing visualization.

## 🎓 EDUCATION

**University of Stuttgart**, Stuttgart, Germany Sept. 2020 – Now  
*Ph.D. student* at Institute for Visualisation and Interactive System (VIS)

**Aalto University**, Espoo, Finland Jan. – Apr. 2023  
*Visiting Ph.D.* at Department of Communications and Networking

**Peking University**, Beijing, China 2020  
*M.Sc.* in Computer Software and Technology, GPA **3.50 / 4.0**

**Peking University**, Beijing, China 2017  
*B.Sc.* in Intelligence Science and Technology, GPA **3.34 / 4.0** (Ranking **8 / 35**)

## 📖 HIGHLIGHTED PUBLICATIONS

- **Y. Wang**, W. Wang, A. Abdelhafez, M. Elfares, Z. Hu, M. Bâce, A. Bulling, “SalChartQA: Question-driven Saliency on Information Visualisations”, *Proc. ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2024)*.
- **Y. Wang**, C. Jiao, M. Bâce, A. Bulling, “VisRecall: Quantifying Information Visualisation Recallability via Question Answering”, *IEEE Transactions on Visualization and Computer Graphics*, vol. 28, no. 12, pp. 4995-5005, 1 Dec. 2022.
- **Y. Wang**, M. Bâce, A. Bulling, “Scanpath Prediction on Information Visualisations”, *IEEE Transactions on Visualization and Computer Graphics*, pp. 1-13, Early Access, 2023.
- **Y. Wang**, M. Koch, M. Bâce, D. Weiskopf, A. Bulling, “Impact of Gaze Uncertainty on AOIs in Information Visualisations”, in *2022 Symposium on Eye Tracking Research and Applications*, No. 60, pp. 1–6.
- Z. Wei, **Y. Wang**, H. Yi, Y. Chen, G. Wang, Semantic 3D Reconstruction with Learning MVS and 2D Segmentation of Aerial Images. *Appl. Sci.* 2020, 10, 1275.
- Y. Chen, **Y. Wang**, P. Lu, Y. Chen, G. Wang, Large-scale structure from motion with semantic constraints of aerial images[C]//Chinese Conference on Pattern Recognition and Computer Vision (PRCV). Springer, Cham, 2018: 347-359.
- T. Hu, **Y. Wang**, Y. Chen, P. Lu, H. Wang, G. Wang, Sobel Heuristic Kernel for Aerial Semantic Segmentation[C]//2018 25<sup>th</sup> IEEE International Conference on Image Processing (ICIP). IEEE, 2018: 3074-3078.

## 📖 TEACHING

### Teaching Assistant

Digital Image Processing (Chinese), Peking University 2019  
Machine Learning and Computer Vision for HCI (Fachpraktikum), University of Stuttgart 2020, 2021  
Mensch-Computer-Interaktion (English, German), University of Stuttgart 2021, 2022  
Machine Perception and Learning (English), University of Stuttgart 2022, 2023

### Student Thesis

Joint Learning Model for Saliency and Scanpath Prediction	2021
Multi-view 3D Saliency	2021
Predicting Recallability from Gaze Behaviour on InfoVis	2022
Visual Question Answering through Attention Modelling with Curiosity-driven Reinforcement Learning	2022
Large-scale Information Visualization Saliency Dataset Collection	2023
GPT-4-based Visualization Reasoning Dataset	2023

## ⚙️ SERVICES

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### Reviewing

- CHI 2023, 2024
- Journal of Vision
- ISMAR 2023
- ETRA 2021, 2022, 2023, 2024
- PETMEI 2023 – ETRA Workshop
- ETVIS 2022, 2023 – ETRA Workshop
- Gaze 2022 – CVPR Workshop

### Organizing & Volunteering

- ETRA 2024 – Workshop Chair
- PETMEI 2023 – ETRA Workshop
- CHI 2023 – Student Volunteer
- ETRA 2022 – Student Volunteer

## ♥️ AWARDS & HONORS

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- Merit Student 2015, 2018
- Merit Student Pacesetter 2016
- Schlumberger Scholarship (\$1,600) 2018
- Graduate Scholarship (\$3,300) 2017
- **2<sup>nd</sup> prize** in 3D Reconstruction Challenge Group, China Virtual Reality and Visualization Industry Technology Innovation Strategic Alliance Nov. 2019

## ⚙️ SKILLS

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- Programming Languages: Python, MATLAB, C++, JavaScript, bash, git
- Languages: Mandarin (native), English (C1), German (B1)
- Other skills: Drum, Billiard