

Yafei Ge

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ACADEMIC QUALIFICATION

08/2021 - 06/2026 **Southern University of Science and Technology**
Bachelor of Science in Industrial Design

- **Awards:** Freshmen Scholarship, Outstanding Student Scholarship, Academic Development Scholarship

PUBLICATION

- **Ge, Y., Wang, K., Qi, R., An, P., & Li, X. (2025).***RainbowForest: A Playful Educational Tool to Engage Children with ASD in Learning through Play in Classrooms*. CHI EA'25: Extended Abstracts of the CHI Conference on Human Factors in Computing Systems, Article 741, 1–5. ACM. <https://doi.org/10.1145/3706599.3721166>

RESEARCH PROJECTS

06/2025 - 09/2025 **Transformable Rice-Paper Food 3D Printing Research**
Research Assistant

- **Supervisor: Prof. Xin Tong (HKUST(GZ)) & Prof. Liang He (University of Texas at Dallas).**
- Modified 3D printer nozzles and developed a user interface that enabled customizable shapes and colors for edible rice-paper printing; designed three interactive modes (cutting, moistening, and printing) to support personalized food design.
- **Outcome:** A short paper under review; conducted interaction design experiments on edible 3D printing and developed novel interface methods.

05/2024 - present **Interactive Learning Tool for Color Recognition in Children with Autism**
Research Assistant

- **Supervisor: Prof. Xueliang Li.**
- Optimized the first-generation prototype and facilitated a 5-day classroom study in a local special education school in Shenzhen; conducted classroom observations and video recordings; completed 10 teacher interviews to collect professional feedback; coded and analyzed observation and interview data to identify children's attention and interaction patterns.
- **Outcome:** Contributed to the second-generation prototype iteration by adding a light-feedback mechanism; prototype selected for exhibition at Shenzhen Expo; one paper published at CHI 2025 Interactivity; one paper under review of CHI 2026 Full Paper.

10/2023 - 04/2024 **Human-Robot Interaction in Psychological Counseling Scenarios**
Research Assistant

- **Supervisor: Prof. Xueliang Li.**
- Participated in the full research process from idea generation to prototype development; built an interactive Arduino-based prototype with touch-vibration feedback; conducted dual interviews with counselors and students and performed qualitative coding on the collected data.
- **Outcomes:** Identified the value of non-verbal interactions in building trust and guided prototype iteration; gained experience in ethnographic research, semi-structured interviews, and qualitative coding; one paper under review of THRI journal.

WORK EXPERIENCES

06/2024 - 09/2024 Creality Co., Ltd., Shenzhen, China
Product Planning Intern

- Conducted user research and competitive analysis; drafted requirement documents and produced 100+ pages of reports; created user journey maps and functional architectures, and participated in UI/interaction design iterations.
- Developed proficiency in product requirement analysis and standardized interaction documentation; enhanced teamwork and communication with developers and designers.

03/2024 - 06/2024 Lean In Shenzhen, Shenzhen, China
New Media Design Intern

- Assisted in planning annual events, including online webinars and offline workshops; designed visual materials for exhibitions and promotions, such as posters, brochures, and videos.
- Strengthened cross-department collaboration and visual communication design abilities; gained comprehensive insight into the planning and execution of large-scale events.

04/2023 - 06/2023 Tencent Computer System Co., Ltd., Shenzhen, China
Corporate Intern

- Participated in Tencent CDC User Research & Experience Design Center for the Shenzhen Mangrove Project; conducted user research and field visits, collaborated on interviews, data collection, and user persona analysis, producing a 30+ page research report with interaction optimization proposals.

EXTRACURRICULAR ACTIVITY & VOLUNTEERING SERVICE

08/2024 - 09/2024 The Witch's Feast 5, Sea World Culture & Arts Center
Exhibition Volunteer

- Guided visitors, maintained multimedia equipment, assisted with exhibition setup, and coordinated with artists and curators; Acquired hands-on experience in curatorial planning and cross-functional teamwork.

04/2023 - 06/2023 Zhiren College, Southern University of Science and Technology
Student Officer

- Planned and executed college events, coordinated volunteers, and managed workflows; developed leadership, organization, communication, and time management skills.

HONORS & AWARDS

12/2024	Third Prize (National-level), 16th UXD Award - User Experience Professionals
12/2023	Special Excellence Award (Provincial-level), DiD International Industrial Design Award - Dongguan Municipal Government
12/2023	Silver Award (National-level), The 7th Environmental Protection Art Creation Competition - American Culture & Art Exchange Association
11/2023	Silver Award (Provincial-level), 5th Hong Kong Contemporary Design Awards - Hong Kong Art and Design Association
10/2023	Bronze Award (National-level), 2023 British Ecology Design Award - British Ecological Design Association

SKILLS

Software: Adobe Illustrator; Photoshop; Premiere Pro; After Effects; Keyshot; Figma; P5.js; Processing; Rhino; Blender; Arduino ADE
Language: English; Mandarin