

FENGYAN LIN

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EDUCATION

Bachelor of Software Engineering, South China University of Technology Sep 2022 - Jun 2026 (Expected)
GPA: 3.37 / 4 Average Score: 82.5 / 100

PUBLICATION

Open-ended Structured Question Assessment with Human-LLM Collaboration

Fengyan Lin, Yanna Lin, Kai Cao, Zikun Deng*, Yi Cai

The ACM CHI Conference on Human Factors in Computing Systems (CHI 2026)

RESEARCH INTERESTS

Human-Computer Interaction (HCI), Data Visualization, Human-AI Collaboration, LLMs, AI in Education, E-learning, AI in music

RESEARCH EXPERIENCE

Instructor-LLM Collaborative Grading System for Educational Assessment (2025)

Research on AI-Assisted Educational Technology with Human-Computer Interaction Focus

Supervised by [Prof. Zikun Deng](#)

Project Overview: Led the design and evaluation of *VeriGrader*, a human-LLM collaborative grading system designed for open-ended structured questions (OSQs). It supports fine-grained, scoring point-level assessment by decomposing student responses into response pieces aligned with rubric points, enabling automated yet interpretable, auditable, and instructor-correctable grading. Instructor feedback is iteratively incorporated to improve consistency and scalability across large batches of student answers.

Contributions:

- Designed a scoring point-level grading pipeline using chain-of-thought prompting and in-context exemplars, enabling explicit correctness labels and rubric-aligned rationales.
- Built an interactive interface that allows instructors to inspect, correct, and reuse LLM grading decisions, supporting efficient iteration and batch re-grading.
- Real-world Evaluation, demonstrating its advantages in grading efficiency, accuracy, consistency, and instructor agency.

PROJECTS EXPERIENCE

Parallel Distributed Management System Development (2024)

Built backend based on SpringBoot + MySQL and developed frontend with Vue.js, implementing a separated frontend-backend architecture. Completed user authentication, data management and CRUD functionality modules, significantly improving system scalability and maintainability.

Music Emotion Analysis System Based on Affective Computing (2023)

Participated in system architecture design and data annotation, built multimodal large language model (MLLM) analysis pipeline to achieve music emotion recognition. Optimized data processing and training workflows, improving model performance in emotion recognition tasks.

Inspection Robot Development (2023)

Built and programmed Arduino/ESP32 robot prototype, achieving integration of hardware and control systems. Integrated infrared sensors to support environmental perception and obstacle avoidance functions, completed motor control, path movement and designated position action execution.

Plane Game Development

(2022)

Independently completed game design and implementation, applying object-oriented programming (OOP) concepts and fundamental algorithms. Practiced modular design and debugging processes, successfully delivered complete executable game program.

INTERNSHIP

Research Assistant

Key Laboratory of Big Data and Intelligent Robot (SCUT)

Jan 2025 - Present

Guangzhou, China

AWARDS

University-level Second-Class Scholarship

SKILLS

Technical Skills

The mainstream programming languages, front-end and back-end development frameworks, hardware and software development, and deep learning frameworks are all covered.

Language

CET-6, TOEFL

MISCELLANEOUS

- I am passionate about music and I am also a pianist. I started learning the piano at the age of three. By the age of nine, I passed the China Musicians Association Level 10, and at ten, I obtained the ABRSM Grade 8 Performance Diploma, demonstrating a high level of piano proficiency. Before the age of twelve, I won major awards in Guangdong Province many times. During my undergraduate studies, I serve as a teaching assistant at the School of Art of South China University of Technology and provide piano accompaniment for various events, including music conducting courses, graduation concerts and postgraduate entrance examinations.
- I am enthusiastic about sports, especially basketball, tennis, swimming, and fitness.
- I am also an amateur photographer, fond of film and drones.