

# FENGYAN LIN

Guangzhou, China

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## EDUCATION

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**Bachelor of Software Engineering**, South China University of Technology Sep 2022 - Jun 2026 (Expected)

GPA: 3.34 / 4 Average Score: 83.3 / 100

**High School Diploma**, Sun Yat-sen Memorial Secondary School

2016 - 2022

## PUBLICATION

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**Open-ended Structured Question Assessment with Human-LLM Collaboration**

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

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

## RESEARCH INTERESTS

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

## RESEARCH EXPERIENCE

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**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*, an instructor-LLM collaborative system for grading open-ended structured questions (OSQs) that balances automation efficiency with human oversight and transparency.

**Contributions:**

- Developed a novel segmentation-mapping-classification approach for fine-grained response analysis.
- Implemented visual encoding and cross-panel interactions to make AI decision-making transparent.
- Created iterative few-shot learning mechanisms that adapt to individual instructor preferences.

## PROJECTS EXPERIENCE

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**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

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### Research Assistant

Key Laboratory of Big Data and Intelligent Robot (SCUT)

Jan 2025 - Present

*Guangzhou, China*

## AWARDS

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University-level Second-Class Scholarship

## SKILLS

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**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

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- 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.