

Changhong Ding (Owen)

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EDUCATION

The University of Michigan

Aug 2024 - May 2026, Ann Arbor, USA

Master of Information and Science

- GPA: 4.0/4.0,
- Courses: UX Foundations, AR/VR Intro, Web Design, Develop AR/VR Experience, Creating XR experiences

The Pennsylvania State University

Aug 2020 – May 2024, State College, USA

Bachelor of Information Science and Technology

- GPA: 3.87/4.0, Cum Laude Distinction
- Courses: Human-center Design, IT Project management, Emerging Issues and Technologies,

PROJECTS EXPERIENCE

Vision Pro Simulation for Online Nursing Education (Ongoing)

Jan 2025 – Present MI, USA

- Assisted in research efforts by visiting the School of Nursing to evaluate current VR training methods (e.g., Quest 2) and identify areas for improved interactivity and communication.
- Contributed as a developer on a 5-person team building an immersive AR/VR application on Vision Pro to enhance online nursing education.
- Designed the high-fidelity v1 prototype by creating detailed interactive UI elements that simulate realistic nurse procedures during a Code Blue emergency.
- Implemented core features in Swift, including interactive elements like grabbable objects and seamless scene transitions for role-based simulation experiences.

"StorageBNB" Campus Storage Solution

Sep 2022 - Dec 2022 PA, USA

- Conceptualized and planned "StorageBNB," a storage solution for short to long-term needs.
- Developed product propositions and feature designs based on user research.
- Created three-levels fidelity prototype using Figma, focusing on UI/UX design and feature implementation.

SELF EXPERIENCE

Research Volunteer, HUMAN-AUTOMATION INTERACTION Lab

JAN 2024- May 2024 PA, USA

- Participated in the project: gaming situation awareness cognition and performance in Esports: Web-based experiments and survey study.
- Design different scenarios and based them create an online questionnaire to collect video game player's experience, cognitive skills, and performance.

NewlandNPT Operations Engineer Internship

May 2023- July 2023 Fuzhou, China

- Participated in the planning and deployment of internal servers and network equipment across multiple data centers to ensure optimal performance and layout.
- Monitored hardware operations to maintain a stable IT infrastructure.
- Trained staff on proper use and maintenance of IT equipment.
- Performed configuration and performance assessments of servers and network devices.

Awards:

- First Place - College of IST Capstone Project, The Pennsylvania State University (May 2024)
- Dean's List – Every Semester
- Cum Laude Distinction (Top 6%), The Pennsylvania State University

SKILLS

- **Programming Languages:** Python, Swift, JavaScript
- **Tools:** Microsoft Office Suite, Figma, Unity, Adobe Aero
- **Technical:** IT Infrastructure Planning, Network Deployment, UI/UX Design, Web Programming, App Development