

### EDUCATION

#### Carnegie Mellon University

Pittsburgh, PA | 2018 - Aug. 2019

Master of Human Computer Interaction

#### Tsinghua University

Beijing, China | 2014 - Jul. 2018

Bachelor of Engineer,

Computer Science & Technology

### SKILLS

#### Design

Topics

UX Design

AI Design

VUI Design

Game Design

#### Methods

Customer Journey Map, Personas, Abstract Laddering, Value Flow Model, Speed Dating, Storyboards, etc.

#### Tools

Figma, Sketch, Principle, Adobe CC, InVision, Balsamiq, Axure, Webflow

#### Research

##### Methods

Affinity Mapping, Contextual Interview, Think-alouds, Heuristic Evaluation, Data Analysis, Literature Review, etc.

#### Development

##### Programming Languages

Python, C++, Java, C#,

HTML+CSS, Javascript,

##### Platforms

Web front-end (plain & React), Web back-end, Android, Unity, Arduino, Alexa, Qt

##### Topics

Machine Learning, Computer Vision

### RECENT PROJECTS

#### Carnegie Mellon University (Pittsburgh, PA)

##### Liquidnet | Smart Alert System for Trading

Feb. 2019 - Aug. 2019

Generated design guidelines for an AI-empowered Alert System in finance industry, and built prototypes as proof-of-concepts. This project is sponsored by Liquidnet.

##### Echo Beauty | CV-based VUI For People With Visual Impairments

Jan. 2019 - Apr. 2019

Designed and implemented an Alexa Skill to help the visually impaired people do makeup on their own. Won *2nd place* in Alexa Day Competition at CMU.

##### Venmo | AI Adaptation for Mobile App

Jan. 2019 - Apr. 2019

Applied AI adaptation design to Venmo to improve user experience. This is a course project advised by Prof. John Zimmerman, AIxHCI design specialist.

##### Sleepy Game | Transformational Game Design

Mar. 2019 - Jun. 2019

Designed a game to solve sleep issues, and *submitted a paper to CHI Play 2019*. This project is sponsored by Philips, advised by Prof. Jessica Hammer, game design specialist.

##### Interpretable Machine Learning | Responsive Game Design

Feb. 2019 - Aug. 2019

Designed and implemented two responsive games to collect data for evaluating the interpretability of an AI model. Advised by Prof. Adam Perer, IML specialist.

##### Lane | Mobile Website Showcasing Construction Projects

Mar. 2019 - Mar. 2019

Designed a mobile website to showcase Lane's construction projects in an innovative way. Targeted at Lane's clients and the general public to promote company's reputation.

### WORK EXPERIENCE

#### CHIMPS Lab at CMU HCII | Design Intern

Mar. 2019 - Jul. 2019

Advised by Prof. Jason Hong, designed a privacy manager for a privacy-enhanced Android system. The project is sponsored by DARPA, Google, etc.

#### Yitu Tech | Design Intern

May 2018 - Jul. 2018

Designed and implemented a voice-interactive installation with a projection on the wall and an infrared sensor. It expresses the concept of "speech explosion".

#### Pony.ai | Software Engineer Intern

Oct. 2017 - Dec. 2017

Designed and implemented an AI-empowered method that greatly boosts efficiency of labeling point cloud data for autonomous driving. (*Chinese patent granted*)

#### Ubicomp Lab at CMU HCII | HCI Research Intern

Jul. 2017 - Sep. 2017

Advised by Prof. Anind Dey, implemented and tested a computer vision based system that enables users to control the computer pointer by touching the keyboard surface.

#### Media Lab at THU | HCI Research Intern

Aug. 2016 - Aug. 2018

Advised by Prof. Yuanchun Shi, worked on several HCI technical research projects and published a *conference paper at CHI 2018* on subtle text entry leveraging pressure.