

YILIN SHAO

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OBJECTIVE

Eager to pursue a PhD position in Human-Computer Interaction, contributing to research in sensory interaction or AI-generated content (AIGC). Building on my master's experience conducting design-driven research and publishing academic papers, I aim to bridge design and technology to create innovative user interaction experiences. Alongside my expertise in tangible interfaces, I am actively learning Python and other programming skills to further support interdisciplinary research. I am committed to expanding my expertise and collaborating on innovative projects that advance HCI research.

EDUCATION

- **Zhejiang University** 09 2022 - 06 2024 (Expected)
Master of Design GPA: 4.35/5.00
 - Relevant courses: Design Research, Intelligent Design, Informatics for Design, Integrated Design
- **Zhejiang University** 09 2018 - 06 2022
Bachelor of Arts GPA: 4.28/5.00
 - Relevant courses: Design Thinking, Service Design, User Experience Design, Interactive Design and Technology

PROJECT

- **Play with Morphing Food** 11 2022 - 10 2024
Method: Research through Design
 - Acquired foundational knowledge in Human-Computer Interaction and Personalized Fabrication, building a solid base for advanced research and practical applications.
 - Organized and led a research team focused on edible materials, conducting comparative studies on various edible substances to evaluate their potential for interaction design.
 - Explored interactive design of edible morphing materials using a Research-through-Design approach, conducting user studies to validate design concepts and usability.
 - Authored and published 2 academic papers showcasing findings from research on edible materials and interactive designs, contributing to the advancement of Human-Food Interaction.

PATENTS AND PUBLICATIONS

C=CONFERENCE, J=JOURNAL, P=PATENT

- [C.1] **Yilin Shao**, Boyu Feng, Yingpin Chen, et al. (2023). **EdibleToy: Empowering Children to Create Their Own Meals with a DIY Wafer Paper Kit**. pp. 619-623. In *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23)*. Association for Computing Machinery. 19 June 2023, New York, NY, USA. DOI: 10.1145/3585088.3593883
- [J.1] Guanyun Wang (Supervisor), **Yilin Shao**, Boyu Feng, et al. (2024). **Play with Morphing Food: Supporting Children-Food Interaction with an Interactive Cooking Toolkit**. *International Journal of Human-Computer Interaction*, DOI: 10.1080/10447318.2024.2427407
- [P.1] Guanyun Wang (Supervisor), Boyu Feng, **Yilin Shao**, et al. (2024). **A Set of 4D Shape-Changing Food Fabrication Tools and Method Based on Modular Rollers**. CN Patent Office, Patent No. CN118525985A. Registration Date: 23 April 2024, Grant Date: 23 Aug 2024.

HONORS AND AWARDS

- **National Scholarship** 12 2023
Ministry of Education of the People's Republic of China
 - 1 % of all graduate students
- **Outstanding League Cadres** 12 2023
Zhejiang University
 - Selected by the university, 10 % of student league cadres
- **Outstanding Graduates** 06 2022
Zhejiang University
 - Selected by the university, 5 % of graduates

SKILLS

- **Research Competencies:** Issue Assessment, Creativity, Communication, Analytical Skills, Problem-solving
- **Data Collection & Analysis:** Observation, Interviews, Questionnaires, Experimentation, Focus Groups, Critical Thinking
- **Design and Prototyping Tools** Adobe Photoshop, Adobe Illustrator, Figma, Rhino, Stable Diffusion
- **Languages:** Chinese, English