

The Netherlands

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Professional Experience ___

Spotify Amsterdam, The Netherlands

HCI RESEARCH SCIENTIST INTERN

• Research on Human-Computer Interaction

Jheronimus Academy of Data Science (JADS)

PHD RESEARCHER

· Research focused on recommender system from user-centered perspective

Delft University of Technology

RESEARCH STUDENT

• Multimedia Computing Group

• Research focused on new recommendations with contextual multi-armed bandit algorithms

Den Bosch, The Netherlands

Delft, The Netherlands

Sept. 2016 - Sept. 2017

June. 2022 - Sept. 2022

Mar. 2018 - Nov. 2022

EDUCATION _____

Eindhoven University of Technology (TU/e)

Ph.D. IN HUMAN TECHNOLOGY INTERACTION

Supervisors: Dr. Martijn C. Willemsen and Prof. Chris Snijders

Eindhoven, The Netherlands

Mar. 2018 - Nov. 2022

Delft University of Technology

M.Sc. in Computer Science (Track: data science)

• Master thesis: An ensemble approach for news recommendation based on contextual bandit algorithms

• Supervisor: Prof. Martha Larson

Delft, The Netherlands

Sept. 2015 - Sept. 2017

University of Electronic Science and Technology of China

B.Eng. in Computer Science

Chengdu, China

Sept. 2011 - Sept. 2015

PEER-REVIEWED PUBLICATIONS _____

JOURNAL PAPER

Promoting Music Exploration Through Personalized Nudging in a Genre Exploration Recommender

International Journal of HCI

Yu Liang and Martijn C. Willemsen

CONFERENCE PAPER

A longitudinal study – Exploring the effect of nudging on users' genre exploration behavior and listening preference

Recsys' 22 (Full paper: to be appear)

Yu Liang and Martijn C. Willemsen

The role of preference consistency, defaults and musical expertise in users' exploration behavior in a genre exploration recommender

Recsys' 21 (Full paper + demo)

Yu Liang and Martijn C. Willemsen

Yu Liang and Martijn C. Willemsen

Interactive Music Genre Exploration with Visualization and Mood Control

IUI' 21 (Full paper)

Recommender system for developing new preferences and goals

Recsys' 19 (Doctor symposium)

Yu Liang

Personalized recommendations for music genre exploration

UMAP' 19 (Full paper)

Yu Liang and Martijn C. Willemsen

WORKSHOP PAPERS

How playlist evaluation compares to track evaluations in music recommender systems Sophia Hadash, **Yu Liang**, Martijn C Willemsen Recsys'19 (IntRS workshop)

CLEF NewsREEL 2017: contextual bandit news recommendation

CLEF' 17 (NewsREEL)

Yu Liang, Babak Loni, Martha Larson

OPEN SOURCE PROJECT

User Study Framework for Music Genre Exploration

G Github

JADS

- · A real-world recommendation framework to support users to explore new music genres and live musical events
- Backend developed with Flask, PostgreSQL, Spotify API, and Python machine learning libraries (Sklearn and NetworkX)
- Deployed with Docker and Heroku

TEACHING EXPERIENCE AND PRESENTATIONS ___

TEACHING EXPERIENCE

Interactive and Explainable AI Design

Teaching assistant Feb, 2022 - June, 2022

Data Science Master Course - Supercrunchers: The Human in an Era of Data Science TU/e and JADS

Teaching assistant 2019 - 2021

Project: The role of social media in event recommender system

Master thesis, TU/e

Co-supervisor July, 2020 - March, 2021

Project: Music Exploration out of Users' Comfort Zone in a Live Musical Event (JADS musical night)

Bachelor thesis project, TU/e

Co-supervisorSept, 2020 - Feb, 2021Project: Interactive Music Genre ExplorationBachelor thesis project, TU/e

Co-supervisor Mar. 2018 - July 2018

INVITED TALKS

Personalized recommendations for music genre exploration

Amsterdam, The Netherlands

DIR' 19

PROFESSIONAL SERVICE

- IUI' 21 Student Volunteer
- · Recsys' 19 Student Volunteer
- CLEF' 17 and MediaEval Workshop'17 Student Volunteer

HONORS & AWARDS ___

• ACM RecSys '19 SIGCHI Travel Grant

Professional Skills _

Recommender Systems, User Experience Research, Quantitative Analysis, Machine Learning, Human-Computer

Interaction

DATA SCIENCE TOOLKIT Scikit-learn, Numpy, Pandas, Scipy, NetworkX, Lavaan **SOFTWARE DEVELOPMENT** Flask, Docker, Heroku, PostgreSQL, RESTful API, jQuery, Ajax

PROGRAMMING LANGUAGES Python, R, SQL, Java, C#, JavaScript

LANGUAGES Chinese (native), English (professional working proficiency), Dutch (A2)