Bob Tianqi Wei ("Tyan-Chi", he/they)

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Education

University of California at Berkeley, College of Engineering, CA, USA — Aug 2023 – Dec 2024
M.Des in Human-Computer Interaction — GPA: 3.614/4

- Relevant Courses: COMPSCI 260B: Human-Computer Interaction Research, EDUC 222C: Design-Based Research Forum(A), MUSIC 158B: Situated Instrument Design for Musical Expression(A), DESINV 210: Designing Emerging Technologies

Tsinghua University, Dept. of Industrial Design, Academy of Arts and Design, Beijing, China — Aug 2019 – Jun 2023
B.A. in Industrial and Product Design — GPA: 3.71/4

- Relevant Courses: Manufacturing Engineering Practice - Robot Development(A-), Design Engineering Application, Design Methodology(A-), Interface Design of Product Semantics(A-), Fundamental Industrial Design(A-), Multi-discipline Design Practice(A), Design Thinking(A), Basic Design Engineering - Functional Principle (Mechanical Design), Computer-Aided Design(A), Prototype Making(A), Formation Fundamentals(A), Creative Design in Mechanics, Human Factor Engineering in Industrial Design, Engineering Drawing

Research Experience

UC Berkeley, EECS Department, Prof. Bjoern Hartmann, Graduate Student Researcher — Nov 2023 - Present

- Conducted HCI research on generative AI systems for creative work, voice acting, and interactive learning environments, combining quantitative analysis with qualitative studies.
- Developed web-based interfaces and prototypes using JavaScript and HTML for human-AI interaction experiments.

UC Berkeley, School of Education, Prof. Dor Abrahamson, Graduate Student Researcher — Aug 2023 - Dec 2023

- Investigated cognitive processes in tacit knowledge acquisition through learning sciences and cognitive science research, focusing on embodied learning in interactive educational environments.
- Developed educational tools with multimodal feedback to study how learners construct understanding through guided physical interaction.

Tsinghua University, Department of Industrail Design, Prof. Lintao Tang, Student Researcher — Nov 2022 - Jul 2023

- Developed an adaptive AI-driven lighting system that responds to user behavior to create personalized ambient environments.
- Conducted comprehensive literature review on illumination design principles through analyzing 18 technical publications from German Lighting Association, synthesizing findings to inform adaptive lighting parameters.
- Implemented a functional prototype using Raspberry Pi and machine learning, integrating sensor data processing and environmental control algorithms in Python and C++.

Publications

Investigating the Impact of Responsive Feedback on the Experience of Learning to Conduct with Sympathetic Orchestra — Expected 2025

Bob Tianqi Wei, Shm Almeda, Ethan Tam, and Dor Abrahamson.

CHI 2025, PAPER UNDER ROUND 2 REVIEW

Shaping Ecological HCI through Materials Design and Fabrication: A Review and Future Design Considerations — Expected 2025

Yaning Li, Ziqian Yu, Chengjun Li, Yuexi Chen, Yue Yang, Tingyu Cheng, Ziyao He, *Bob Tianqi Wei*, Eldy S. Lazaro Vasquez, Zeyu Yan, Di Wu, Tianyu Yu, Yuecheng Peng, Dinesh K. Patel, Huaishu Peng, Nivedita Arora, Aditi Maheshwari, Guanyun Wang, Teng Han, Josiah Hester, Jean-Baptiste Labrune, Andreea Danielescu, Pedro Lopes, Vikram Iyer, Hiroshi Ishii, Lining Yao, Qiuyu Lu, Meng Li.

TOCHI, PAPER UNDER REVIEW

Demonstration of Sympathetic Orchestra: An Interactive Conducting Education System for Responsive, Tacit Skill Development — Oct 2024

Bob Tianqi Wei, Shm Almeda, Ethan Tam, and Dor Abrahamson.

UIST 2024, doi/10.1145/3672539.3686783

Projects

EKPHRASIS: Learning Tacit Knowledge in Foundational Visual Design Through Human-AI Co-Practice   Sep 2024 - Present

Bob Tianqi Wei, Shayne Shen, Shm Almeda, Caseysimone Ballestas, Kyle Steinfeld, Dor Abrahamson, Bjoern Hartmann

- Through a mixed-methods approach combining expert interviews, professional designer dataset collection, and machine learning, we developed an AI-enabled educational platform that facilitates students' acquisition of tacit design knowledge through structured, iterative chess-like practice.

Romantic Breakups as a Lens for Industrial Cybersecurity: Cross-Domain Insights for Access Control   Sep 2024 - Present

Caseysimone Ballestas, Bob Tianqi Wei, Subin Lee, Moritz Rietschel, Bjoern Hartmann

- Drawing from qualitative analysis of Reddit discussions and Modern Love Podcast narratives, we examine post-breakup digital boundary management behaviors to develop a feminist perspective on industrial access control systems that acknowledges relationship dynamics and power structures.

A Qualitative Analysis of Professional Voice Actors' Perspectives on Generative AI Technologies   Jan 2024 - Present

Shm Almeda, Robbie Netzorg, Skyla Ma, Bob Tianqi Wei, Ethan Tam, Bjoern Hartmann

- Through in-depth interviews with professional voice actors, we explored how the voice acting community perceives and responds to the emergence of generative AI technologies in their field, examining their attitudes and concerns, providing insights to inform future AI technology development and implementation in the voice acting industry.

Investigating the Impact of Responsive Feedback on the Experience of Learning to Conduct with Sympathetic Orchestra   Jan 2024 - Sep 2024

Bob Tianqi Wei, Shm Almeda, Ethan Tam, Dor Abrahamson

- Designed and implemented Sympathetic Orchestra, an interactive conducting education system using hand-tracking technology to provide real-time responsive musical feedback for conducting students
- Led empirical research comparing learning outcomes between traditional methods and the interactive system, analyzing performance parameters including phrasing, modulation, and interpretation.

Teaching Experience

UC Berkeley, INFO 213: Introduction to User Experience Design, Graduate Student Instructor (Reader)   Aug 2024 - Dec 2024

- Grades and provides feedback on assignments and coaches students practice in-depth interviews and UX research.

UC Berkeley, DESINV 22: Prototyping and Fabrication, Graduate Student Instructor (Lead TA)   Jun 2024 - Aug 2024

- Teaches manufacturing techniques and basic electronics to help students build a Bluetooth-controlled vehicle.

UC Berkeley, INFO C262: Theory and Practice of Tangible User Interfaces, Graduate Student Instructor (Lead TA)   Aug 2023 - Dec 2023

- Delivered introductory courses on open-source hardware development and programming.
- Developed a course website enabling students to submit assignments, access course materials, schedule office hours.

Tsinghua University, Romantic and 20th Century Piano Pieces Performance, Lead TA   Sep 2021 - Jul 2022

- Assisted in planning the course schedules, tutored students to complete homework exercises, and participated in the design and marking of course assignments.

Xiaoze Art Studio and Wufang Design Studio, Graphic Design Courses for High School Students, Instructor (Part Time)   Aug 2019 - Feb 2021

- Analyzed outstanding design works, explained the art and design principles, and supervised the creation of design works.

Presentations

ACM Symposium on User Interface Software and Technology (UIST) 2024, Pittsburgh   Oct 2024

Demonstration of Sympathetic Orchestra: An Interactive Conducting Education System for Responsive, Tacit Skill Development

UC Berkeley Education Research Day Conference   Apr 2024

Building Professional Hearing: Research on New Tools and Educational Methods for Enhancing the Understanding and Processing of Polyphonic Music, Paper

Jacobs Institute of Design Innovation Showcase, UC Berkeley   Dec 2023

Poetry in Motion, Installation; Plano, Installation

International Symposium on Academic Makerspaces 2023, Carnegie Mellon University	Oct 2023
Intelligent Illuminating Product Design Based on Machine Learning, Poster	
2023 Undergraduate Exhibition of Academy of Arts and Design, Tsinghua University	Jun 2023
Intelligent Illuminating Product Design Based on Machine Learning, Demonstration and Paper	
The 41st Student Extra-curricular Academic and Scientific Works Exhibition, Tsinghua University	Apr 2023
Sympathetic Orchestra, Demonstration and Poster	

Awards

MDes Distinguished Scholar Award, University of California, Berkeley	Mar 2023
Social Work Excellence Award, Tsinghua University	Jan 2023
Social Work Excellence Award, Tsinghua University	Dec 2020
Award for Excellence in Literature and Art, Tsinghua University	Nov 2022
Award for Excellence in Literature and Art, Tsinghua University	Dec 2021
Award for Excellence in Literature and Art, Tsinghua University	Dec 2020
Honorable Mention, 3rd China College Student Power Battery Innovation Competition	Nov 2021
First Prize of Youth Group, The 7th Macau-Asia Pacific Youth Piano Competition	Jul 2021
Second Prize of Tsinghua University, Beijing College Students Engineering Ability Competition	Dec 2019

Music Performance

Bob Tianqi Wei: Stringed Harmony, Live at CNMAT, UC Berkeley	May 2024
Tianqi Wei & Friends' Graduation Concert, Live at Tsinghua University Music Library	May 2023
Rachmaninoff: Piano Concerto No.2, Conductor, Live at New Tsinghua School Concert Hall	May 2022
Elisabeth (musical, Japanese), Rudolf, Live at Meng Minwei Hall, Tsinghua University	Oct 2021
J.S.Bach: Concerto in D Minor BWV 974, Piano Solo, Live at Steinway Hall Beijing	Jul 2021
J.S.Bach: Goldberg Variations BWV 988, Piano Solo, Live at Meng Minwei Concert Hall	Dec 2020

Leadership

Tsinghua University Student Art Troupe Clavier Team, President — Aug 2021 - Aug 2022
- Organized and held large-scale concert activities and art popularization lectures.
- Empowered the team to participate in international professional competitions.

Tsinghua University iOS Club, Leader of Publicity Group and Member of Product Manager Team — Aug 2021 - Aug 2022
- Represented the club to Apple headquarters for an interaction and hardware theme exchange, allowing the club to receive support for development equipment, funding, and internship resources.
- Led team developed a cognitive training app for the elderly to help them practice mental exercises to prevent dementia.

Tsinghua University Student Union, Member of Sport and Recreation Department — Aug 2019 - Aug 2020
- Organized basketball games and planned a promotional campaign for graduation music festivals.

Skills

Languages: Mandarin Chinese (Native), English (TOEFL 110), Japanese (Fluent)

Programming: C++, Java, Python, MATLAB, Processing, JavaScript, HTML, Max MSP

CAD: Rhinoceros, Grasshopper, Solidworks, AutoCAD, KeyShot, Autodesk Fusion 360

Software: Figma, Microsoft Office, Adobe Photoshop, Adobe InDesign, Logic Pro, Final Cut Pro

Skills: Mechanical Design, Digital Fabrication, Prototyping with Embedded Systems, Music Production

Hobbies: Photography, Musical, Watercolor, Badminton, Cooking, Palmistry, FengShui