# Bob Tianqi Wei

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Human-centered interaction designer with strong research skills and experience in building AI-powered design tools and interactive learning systems. Adept at conducting user research, prototyping interfaces, and translating ambiguous design problems into actionable solutions. Bridging creativity and clarity through iterative design thinking.

#### **Education**

University of California at Berkeley, College of Engineering, CA, USA Master of Design in Human-Computer Interaction

Tsinghua University, Academy of Arts and Design, Beijing, China

Aug 2023 – Dec 2024 Distinguished Scholar, 3.66/4

Aug 2019 – Jun 2023 3.71/4

# **Selected Projects**

B.A. in Industrial and Product Design

### Ekphrasis – AI Feedback Tool for Graphic Design Education, BiD Lab | UX Researcher & Developer

2024

- Designed an AI-powered interactive tool offering visual feedback to help students understand abstract design concepts.
- Conducted user research and thematic analysis with 11 educators to identify language barriers in design critique.
- Developed an Interface and a machine learning model to generate contextualized visual examples based on students' work, enhancing design comprehension and vocabulary acquisition.
- Improved learning outcomes for novice designers through real-time, visual, and context-aware design aids.

#### Sympathetic Orchestra – Interactive System for Conducting Practice, Interaction Designer & Developer

2022-2024

- Developed a real-time hand-tracking conducting interface that mirrors live orchestra responsiveness.
- Led qualitative user study showing improved phrasing and expression through dynamic audio feedback.
- Applied HCI and embodied learning frameworks to support tacit musical skill development.

# MorphingSkin – Fluidic Multimodal Interface, Morphing Matter Lab | Product & Mechanical Designer

2024-2025

- Designed a stretchable surface integrating electroosmotic pumps for shape, light, and force feedback.
- Built soft robotic prototypes for wearables and tangible interfaces with multimodal actuation.
- Enabled programmable morphing through custom fabrication and system design.

### Illuminatio - Adaptive Smart Lighting with Biocentric AI, Industrial Designer & Developer

2023

- Created a biologically-informed smart lamp that adjusts light based on user rhythm and behavior.
- Prototyped with Raspberry Pi, camera sensing, and servo-controlled light modulation. Created Rhino and AutoCAD schematics, fabricated custom aluminum mounts, and implemented dynamic scene transitions.
- Explored user-in-the-loop adaptive systems for well-being and smart environments.

#### Teaching

UC Berkeley, INFO 213: Introduction to User Experience Design, Reader	Aug 2024 - Dec 2024
UC Berkeley, DESINV 22: Prototyping and Fabrication, Lead TA	Jun 2024 - Aug 2024
UC Berkeley, INFO C262: Theory and Practice of Tangible User Interfaces, Lead TA	Aug 2023 - Dec 2023

## **Key Publications**

# Generating Visual Aids to Help Students Understand Graphic Design with EKPHRASIS

Apr 2025

Bob Tianqi Wei, Shayne Shen, Shm Almeda, Bjoern Hartmann.

ACM Conference on Human Factors in Computing Systems (CHI) 2025, doi.org/10.1145/3706599.3719807

# 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.

ACM Symposium on User Interface Software and Technology (UIST) 2024, doi/10.1145/3672539.3686783

#### Skills

**Design & Research:** User Research, Design Thinking, Wireframing, Storyboarding, Journey Mapping, Design for Manufacturing **Tools:** Figma, Rhino, Grasshopper, SolidWorks, AutoCAD, Keyshot, Adobe CC, Unity, Arduino, Processing, Raspberry Pi **Prototyping & Fabrication:** 3D Printing, Laser Cutting, Silicone Casting, Physical Computing, Sensor Integration

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

**Languages:** English (TOEFL 110), Mandarin Chinese (Native), Japanese (Fluent) **Hobbies:** Photography, Musical, Watercolor, Badminton, Cooking, Palmistry, FengShui