

CONGRONG ZHANG

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EDUCATION

- Master of Interaction Design**, University of Queensland, GPA: 3.94/4.00 (6.53/7.00) Jul, 2022 - Jul, 2024
Coursework: *Human-Computer Interaction, Design Thinking, Digital Prototyping, Introduction to Web Design, Social Mobile Computing, Design Computing Studio 1 and 2, Graphic Design, Physical Computing Studio*
- Bachelor of Industrial Design**, North China University of Technology, GPA: 3.83/4.00 Sept, 2017 - Jul, 2021

RESEARCH EXPERIENCE

- Research Assistant** July, 2024 - present
School of Electrical Engineering and Computer Science University of Queensland
- Working under the guidance of Associate Professor **Ben Matthews** on the AI Application in Hospital Project, focusing on the integration and optimization of AI technologies in healthcare.
 - Conducted an in-depth analysis of existing AI applications in the hospital sector to identify opportunities for technological enhancements.
 - Created Venn diagrams to illustrate the interrelationships among the identified themes of AI capabilities.
- Master Thesis**, Supervisors: Ben Matthews, **Aloha Ambe** Feb, 2024 - July, 2024
Co-design of Human-AI Interaction for Enhanced Information Support During Patient Handover: Nurses' Perspectives
- Led a qualitative research study that involved ten semi-structured interviews and a co-design workshop (with nine nurses, AI experts and UX designers) to capture in-depth insights on nursing practices with AI.
 - Mapped and analyzed nurses' roles and interactions with Electronic Medical Records (EMRs) throughout patient handover processes to identify key workflow patterns and challenges.
 - Employed a hybrid approach of inductive and deductive thematic analysis to identify three critical focus areas and three strategic combinations of AI capabilities for optimizing EMR-supported handovers.

PROJECTS

- 'Antennae U' Wearable Device** [Web], [Code] IxD Exhibit in 2024 s1
Led the 3D modeling design and implementation the project, focusing on enhancing human connections through wearable tangible interaction.
- 'RhymeBuddy' 3D Game** [Web], [Code] DECO 3500 Social Mobile Computing in 2023 s2
Led the brainstorming, user testing, and analysis, a Unity-based 3D game designed to facilitate social connections through music for young people with social anxiety.
- 'HomeSquare' Application** [Video], [Prototype], [Flyers] DECO 7250 Design Computing Studio 2 in 2023 s2
Spearheaded the UI and UX design, a smartphone application aimed at enhancing cohesion among residents of large shared accommodations.
- 'GestureSync' Software** [Video], [Poster] DECO 7385 Studio 3 - Build in 2023 s2
Led the UI and UX design, a software enhancing communication for the deaf community via gesture recognition.

HONORS AND FELLOWSHIPS

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| 2024 | Dean's Commendation for Academic Excellence , University of Queensland | Brisbane, Australia |
| 2023 | Dean's Commendation for Academic Excellence , University of Queensland | Brisbane, Australia |

2020	2nd Prize Academic Scholarship , North China University of Technology	Beijing, China
2019	2nd Prize Academic Scholarship , North China University of Technology	Beijing, China
2018	Excellent Student Cadre , North China University of Technology	Beijing, China
2018	2nd Prize Academic Scholarship , North China University of Technology	Beijing, China

WORKING EXPERIENCE

Volunteer Department , <i>Federation of Campus Clubs</i> , Beijing, China	2017 - 2019
<ul style="list-style-type: none"> Organized weekly volunteer activities for the School for the Intellectually Disabled 	
Cultural and Creative Design Project Team , <i>Haouxue Social Media Studio</i> , Beijing, China	2018 - 2019
<ul style="list-style-type: none"> Directed and implemented the National Youth Green Adoption Project Developed and designed innovative cultural and creative products for the campus 	

SKILLS

Graphic Design Illustrator, Photoshop, InDesign, Figma
Digital and Physical Prototype Unity, Arduino IDE
3D Modelling and Animation Fusion 360, Rhino, Solidworks, Keyshot
Web Development HTML, CSS, Javascript