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EDUCATION

Massachusetts Institute of Technology (MIT)

GPA: 5.0/5.0

- M.S. in **Mechanical Engineering**, Interaction Design at Design Intelligence Lab/Ideation Lab
- B.S. in **Mechanical Engineering**, minor in **Design**
- Coursework: Design Techniques, Deep Learning, Interaction Design, Robotics, Manufacturing

WORK EXPERIENCES

MIT Design Intelligence lab

Sep 2025 – Now

Graduate Researcher

- Investigated screenless physical artifacts whose identities and interaction modalities shift through software.
- Developed interaction frameworks for objects that adapt behavior without changing form.
- Developed generative interaction architectures combining state machines and large language models to enable context-aware, agentic behaviors in physical systems.

MIT Improbable AI lab

Sep 2024 – May 2025

Undergraduate Researcher

- Trains Reinforcement Learning Policy on new humanoid hands that allows dexterous movements.
- Constructs multimodal imitation learning pipeline for fast grasping manipulations.

OpenAI Preparedness Team

July 2024 – Sep 2024

Part time Contractor

- Developed standards for reasoning evaluations, enhancing the accuracy and consistency of assessments.
- Introduced a scalable pipeline for reasoning evaluation creation and increased efficiency.

Apple Product Design

May 2024 – July 2024

Mac Product Design Intern

- Designed and validated a new interconnecting component for next-generation MacBook with MacPD.
- Coordinated with international vendors to execute trials on part manufacturing, finish, and corrosion tests.
- Facilitated communication between cross-functional teams, including EE, MD, Alloys, and international vendors.

MIT Culpepper Lab for Mechanisms and Movements

Sep 2022 – May 2024

Undergraduate Researcher

- Conducted three experiments to detect fallacies in micro fixture systems used in mechanical watches.
- Constructed a micron-level device to assess impact withstand stability of proposed fixture designs.

PUBLICATIONS

Chang, E., Kuang, Q., Coelho, M. *The Stochastic Parrot: A Physical AI Cohabitant*. NeurIPS Creative AI Track, 2025.

Chang, E., Chen, Z., Labrune, J., Coelho, M. *Be the Beat: AI-Powered Boombox for Music Suggestion from Freestyle Dance*. TEI '25.

Wang, M., Jiao, J., Chowdhury, N., Chang, E., Patwardhan, T. Frontier Science: Evaluating AI's Ability to Perform Expert-Level Scientific Tasks. OpenAI Technical Report, 2025.

Yin, P., Chen, S., Chang, E., *I Feel Your Pain: A Haptic Interface for Improving Pain Literacy*. UIST Adjunct '25.

PROJECT FEATURES

Panelist, Objects of AI, The Stochastic Parrot — Creative AI Panel, NeurIPS 2025

Invited Blog Feature (Upcoming), The Stochastic Parrot — lerandom.art 2025

Artwork Exhibition, Be the Beat — Gwangju Design Biennale 2025

Finalist, Be the Beat — MIT Arts Startup Competition 2024

SELECTED AWARDS/ACHIEVEMENTS

MIT 2.007 Competition First Place (MIT Robotics competition, Sophomore capstone class)

MIT 2.12 Competition First Place (Team Award)

MakeMIT Make-a-thon First Place (MIT annual product/hardware hackathon)

International Physics Olympiad Rank 1 in Taiwan qualifer