

HAO JIN

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in [Hao Jin](#) 🌐 [highhaoru.github.io](#) 🐙 [highhaoru](#)

PROFESSIONAL PROFILE

- Studied saxophone since age five with a Shanghai Conservatory of Music certificate and leadership experience in a brass band. Developed a passion for sketching and painting in high school, enriching my artistic vision.
- Gained extensive research experience in HCI, focusing on data visualization and innovative interaction design, demonstrating strong analytical and problem-solving skills.
- My versatile skills and interdisciplinary approach, rooted in art and music, uniquely position me for contributing to MIT Media Lab's innovative exploration in human-computer interaction.

EDUCATION

Northeastern University - Boston, MA

Jan 2022 - December 2023

Master of Computer Science

Relevant Coursework: DBMS, Full Stack Web Development, OOD, Distributed System, Algorithm, Computer Graphics

Northeastern University - Boston, MA

May 2018 - August 2020

Bachelor of Information Technology

Relevant Coursework: Database Management, UI/UX Design, Web Development, Network Security

PUBLICATION

Computer-Human Interactions (CHI) | 2024(**Under Review**)

HIGHLIGHTED EXPERIENCE & PROJECTS

MIT, IUPUI, NEU - ACI & Computer Mediated Communication

Research Assistant - Data Collection & Visualization

May 2023 – September 2023

- Analyzed a vast amount of HCI related video data, involving logging, labeling, coding, and examining **4,698 icon presses**, enhancing the project's depth.
- Utilized **OmniGraffle** and **RStudio** for advanced data visualization to design and visualize the Data Tree structure, enhancing the representation and understanding of data types in the project.
- Collaborated effectively with a 5 people multidisciplinary team, working with researchers from 3 universities, contributing to both the design phase and final data analysis of a "**CHI 2024 submission**(under reviewing)".

MassArt - AI STORY/IMAGE GENERATOR

Co-researcher - AI and 3D Integration

April 2023 – Present

- I focused on integrating 3D models with **Chat-GPT**, developing a custom API for real-time interactions and leveraging Unity and Unreal Engine to design interactive scenes driven by AI technology.
- I compiled a comprehensive list of research resources, laying the groundwork for future innovations in AI-enhanced 3D interactions and modeling.

NEU - NN4SysBench: Neural Network Verification for Computer Systems

Research Assistant - Machine Learning

January 2023 – April 2023

- As a collaborative research assistant in the NEU - NN4SysBench project, I played a crucial role in analyzing and resolving neural network challenges, conducting **deep learning** and reinforcement learning experiments, which contributed significantly to the project's innovative deployment and success.

UMass Amherst - Analysis of Papers

Research Assistant - Front End

May 2023 – August 2023

- I enhanced a **Qualtrics** survey with advanced **JavaScript** and **jQuery**, developing dynamic interfaces and a robust data export mechanism, contributing to the project's success through skilled collaboration.

WORKING EXPERIENCE

Red City Fitness

December 2020 - August 2021

Full Stack Web Developer

Boston, MA

SNFA Automated Equipment Co.

September 2021 – December 2021

Lead Full Stack Web Developer

Shanghai, China

SKILLS

Programming:	Experienced with Python, R, HTML, CSS, JavaScript, Go, Java, C++
Framework:	React, Node, jQuery, Express, NumPy, Pandas, OpenGL, PyTorch, d2l, Gym, Park
IDE:	PyCharm, VScode, IntelliJ, Android Studio, Rstudio, Jupyter Notebook
Software:	Anocondo, MySQL Workbench, MongoDB, Omnigraffle
Research:	Animal Computer Interaction, Data Collection & Visualization, Machine Learning, AI