Meng Shi
Interaction Designer

Portfolio: meng-shi.github.io
Phone: (412) 478-7837
Email: shimeng09@gmail.com

Work Experience

Senior Interaction Designer / Intel Labs
2019 - Present, Hillsboro OR

Lead UI/UX design of Ambient PC, a novel PC prototype with a second screen on the side. Work with global hardware and software teams to take the design from scratch to reality, which was demonstrated in Computex 2019, featured in on-stage presentation and the Innovation Showcase.

Lead design of MARIE (Multimodal Activity Recognition in Industrial Equipment), a system that provides performance support to technicians in Intel factory for improved speed and accuracy of tool conversions.

Interaction Designer / Intel Labs
2015 Fall - 2018, Hillsboro OR

Lead design for Kid Space, which creates a smart space for children - virtual agent interaction through augmented reality (AR) experience using multimodal sense-making capabilities with smart projecting technology.

Design for Story Maker & Code Maker, which use low-cost RFID to sense toys' locations on a surface to trigger their reaction, let kids learn by playing with the tangible toys.

Research Assistant / Carnegie Mellon University
2014 - 2015, Pittsburgh PA

Thesis: Object Design of a low-cost home rehabilitation system for arm-hand stroke patients.
Design handheld objects that enable an accurate mapping from computer vision-based assessment (Feix Grasp Taxonomy) to the standard clinical assessment (Wolf Motor Function Test) for patients in rehabilitation, enabling a training system that interacts with patients out of rehabilitation facilities.

UX/UI Design Intern / University of Pittsburgh Medical Centre
2014 Summer, Pittsburgh PA

UI/UX design for four accessibility Apps, including virtual wheelchair coach and workout, in-home exercise and safety control for Alzheimer patients.

Education

Carnegie Mellon University
2013 - 2015, Pittsburgh PA
Master of Tangible Interaction Design

Tsinghua University
2009 - 2013, Beijing China
Bachelor of Arts in Information Design
Bachelor of Economics

Skills

Design
2D: Sketch3, Photoshop, Illustrator
3D: Blender, Rhino
Video: Premiere, After effect
VR/AR: Unity

Research
Field study, Organizing brainstorm workshop, Participatory design, Heuristic Analysis, Think-aloud

Prototype
HTML, CSS, C#

Others
3D printing, Digital machining

Award

2020 Intel Labs Gordy Awards nomination: Outstanding Innovation

2019 Client Computing Group Recognition Award

2016, 2017 Systems and Software Research Division Recognition Award

Exhibition

GeoCity Beijing 2012
Beijing Design Week (Beijing, China) and Ars Electronic Arts Festival (Linz, Austria)

Augmented Reality (AR) Map 2017
Artosino Gallery (New York, NY)

Publication

Selected Patents:

Technologies for structured media playback. **M Shi**, GJ Anderson, KW Bross, J Gaffrey, T Rider, PN Olanrewaju. US Patent App. 15/283,325

Computer vision and sensor assisted contamination tracking. **M Shi**, CS Marshall, GJ Anderson, S Paneer, AG Lamarca, MJ Abel. US Patent 10,275,659

User interactive controls for a priori path navigation in virtual environment. GJ Anderson, **M Shi**, R Bowes. US Patent 10,198,861

Technologies for virtual camera scene generation using physical object sensing. GJ Anderson, **M Shi**, RA Chierichetti. US Patent 10,096,165

Methods and apparatus to operate closed-lid portable computers. B Cooper, A Magi, A Kumar, G Raffa, W March, M Bartscherer, I Lazutkina, DY Kong, **M Shi**, V Paranjape, VG Nayagam, GJ Anderson. US Patent App. 16/421,217

Determining visually reflective properties of physical surfaces in a mixed reality environment. A Agrawal, GJ Anderson, **M Shi**. US Patent App. 16/221,079

Live voting on time-delayed content and automtically generated content. GJ Anderson, J Gaffrey, **M Shi**. US Patent App. 15/396,168

Papers:

Giuseppe Raffa, Ibrahima J. Ndiour, Richard Beckwith, **Meng Shi**, Ron L. Perry, Benjamin W. Bair, Predrag Kisa, Maja Kisa. “MARIE - Multimodal Activity Recognition in Industrial Environments.” Intel Assembly & Test Technology Journal, vol.22, 2019

Anderson, Glen J., Selvakumar Panneer, **Meng Shi**, Carl S. Marshall, Ankur Agrawal, Rebecca Chierichetti, Giuseppe Raffa, John Sherry, Daria Loi, and Lenitra Megail Durham. “Kid Space: Interactive Learning in a Smart Environment.” In Proceedings of the Group Interaction Frontiers in Technology, pp. 1-9. 2018.

Agrawal, Ankur, Glen J. Anderson, **Meng Shi**, and Rebecca Chierichetti. “Tangible play surface using passive rfid sensor array.” In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems, pp. 1-4. 2018.