

MENGYING WANG

HCI Researcher in Human-AI Interaction, Learning Science & Human Factors

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EDUCATION

University of Washington	Sept 2025 - Jun 2027 (Expected)
Master of Science in Human Centered Design & Engineering	<i>Seattle, United States</i>
Relevant Coursework: Experimental Research Methods, Programming Concepts in HCDE, etc.	
Tsinghua University	Sept 2020 - Jun 2025
Bachelor of Engineering in Architecture	<i>Beijing, China</i>
GPA: 3.84/4.00, Top 10%	
Relevant Coursework: Architectural Design (5) (A+), Design Studio (A-), Media Programming (A-), etc.	
National University of Singapore	Jan 2023 - May 2023
Student Exchange Program Department of Architecture	<i>Singapore</i>
Relevant Coursework: Design 6, Reading Visual Images, etc.	

RESEARCH PROJECTS

Exploring How Much AI Interaction Is Effective for Reading Comprehension with Eye Tracking	Jun 2025 - Now
Research Assistant City University of Hong Kong Instructor: Dr. Xiaoyu Zhang	<i>Hong Kong SAR</i>
<ul style="list-style-type: none"> Designing and implementing a controlled study examining how different levels of AI interactivity affect learners' reading comprehension, engagement, and cognitive load. Developing AI-assisted learning platforms reflecting the ICAP framework (Interactive, Constructive, Active, Passive) based on the Cognitive Theory of Multimedia Learning. Collecting and analyzing Tobii eye-tracking data (gaze duration, fixation, and attention shifts) to quantify human–AI interaction dynamics. Conducted mixed-method analysis combining quantitative gaze and performance metrics with qualitative user reflections to evaluate the cognitive effectiveness of AI systems. 	
Analyzing Multi-Sensory Cultural Fusion in Flushing's Chinatown through Machine Learning	Aug 2024 - Oct 2024
Lead Researcher Tsinghua University Instructor: Han Tu	<i>Remote</i>
<ul style="list-style-type: none"> Collected a multimodal dataset of 16,000+ street-view images, 26 ambient audio clips, and 673 restaurant entries from Flushing's Chinatown, NYC. Applied machine learning and clustering algorithms to quantify Chinese and multicultural elements across visual, auditory, and gustatory modalities. Designed data visualizations revealing cross-modal correlations and multisensory integration patterns in urban perception. 	
Synthesizing Spatial-Temporal Trajectory Data of Residential Behavior in Unreal Engine	Apr 2024 - Dec 2024
Lead Researcher Tsinghua University Instructor: Dr. Weixin Huang	<i>Beijing, China</i>
<ul style="list-style-type: none"> Developed an Unreal Engine-based behavioral dataset with 60+ video sequences and 51,000+ 3D posture frames to model human activity, motion dynamics, and spatial interaction patterns in residential contexts. Generated synthetic spatial–temporal trajectory data with calibrated camera and motion parameters to support computational analysis of behavioral regularities and AI perception evaluation. 	
Studying Human-Centered Classroom Lighting Strategies for Learning Efficiency	Sept 2021 - Sept 2023
Research Assistant Tsinghua University Instructor: Dr. Xin Zhang	<i>Beijing, China</i>
<ul style="list-style-type: none"> Collected physiological data from participants over a 14-day experiment using wireless monitoring and wearable sensors. Conducted and analyzed 200+ survey responses to evaluate lighting conditions that optimize learning outcome, cognitive performance and comfort. 	

PUBLICATION

- Yi Xu*, Mengying Wang, Xinyue Jiao, Fei Xue and Xiaoyu Zhang. 2026. How Much AI Interaction is Effective for Reading? An Eye-Tracking Study on Cognitive Load, Engagement, and Reading Patterns. **Manuscript in preparation for submission to Artificial Intelligence in Education (AIED 2026).**

TEACHING EXPERIENCE

HCDE 321 Professional Portfolio

Teaching Assistant | University of Washington | Supervisor: Dr. Jennifer Turns

Sept 2025 - Now
Seattle, United States

- Leading in-class personal statement and reflective writing workshops, guiding students in structuring narratives, articulating experience, and developing an authentic professional voice.
- Supporting students in developing professional portfolios, resumes, cover letters, and online profiles for careers.
- Assisting with course activities covering job searches, networking, recruiting, and interviewing.
- Providing grading and reader support, ensuring constructive feedback on assignments.

WORK EXPERIENCE

NetEase Games, ThunderFire UX User Experience Center

Jun 2024 - Sept 2024

Game UX Designer Intern | Supervisor: Liu Yongcheng

Hangzhou, China

- Led the development of 5+ design prototypes for the multiplayer PvP lobby and the game social networking system "Friend StarNet", seamlessly integrating new features with existing interfaces in Unity and improving user flow.
- Collaborated with game developers and artists to refine the design of multi-player progress bars, game objective cards, endgame scoreboards using Figma and Unity, optimizing 25+ interfaces and enhancing interface consistency.

Tsinghua Future Lab, Research Center for Cultural Creative Design

Aug 2023 - Dec 2023

Designer Intern | Supervisor: Dr. Hao Qiang

Beijing, China

- Assisted in drafting 10+ research illustration diagrams and translating academic materials.

HONORS & AWARDS

- Beijing Yuyan Scholarship - Beijing Enterprises Central Axis Preservation Public Welfare Foundation (**Top 10%**) 2024
- Tsinghua University Scholarship - Tsinghua Alumni-Guo Dianbang Scholarships (**Top 20%**) 2023
- Tsinghua University Scholarship - Overall Excellence Scholarship (**Top 20%**) 2023 & 2022
- Tsinghua University Scholarship - Academic Excellence Scholarships (**Top 30%**) 2021

SKILLS

- **Programming & Data Analysis:** Python (NumPy, pandas, Matplotlib), C#, foundational AI and ML modeling, data visualization, and statistical analysis.
- **Cognitive & Behavioral Research:** Experimental design, eye-tracking (Tobii), attention and engagement metrics, cognitive load evaluation, and human–AI interaction studies.
- **Research & Design Methods:** User study facilitation, design thinking, and mixed-method research (semi-structured interviews, focus groups, surveys, behavioral metrics).
- **Prototyping & Tools:** Figma, Adobe Suite, Rhino, Grasshopper, Unity, Unreal Engine, Arduino, laser cutting, and 3D printing.
- **Languages:** Chinese (Native), English (Professional Working Proficiency, IELTS 8.0 / TOEFL 108), Italian (Basic), Spanish (Basic), Portuguese (Basic).