

MENGYING WANG

HCI Researcher in Human-AI Interaction, Learning Sciences & Human Factors
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EDUCATION

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

RESEARCH PROJECTS

Exploring How Much AI Interaction Is Effective for Reading Comprehension with Eye Tracking Research Assistant City University of Hong Kong Instructor: Dr. Xiaoyu Zhang	Jun 2025 - Now <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. Conducting quantitative analysis of gaze and performance data and qualitative analysis of post-task reflections to identify optimal levels of AI interaction. 	
Analyzing Multi-Sensory Cultural Fusion in Flushing's Chinatown through Machine Learning Lead Researcher Tsinghua University Instructor: Han Tu	Aug 2024 - Oct 2024 <i>Remote</i>
<ul style="list-style-type: none"> Collected 16,000+ street view images, 26 ambient audio samples, and 673 restaurant entries from Flushing's Chinatown in New York. Applied machine learning and clustering algorithms to quantify Chinese and non-Chinese cultural elements across visual, auditory, and gustatory modalities. Designed data visualizations to reveal patterns of multicultural fusion and sensory overlap 	
Synthesizing Spatial-Temporal Trajectory Data of Residential Behavior in Unreal Engine Lead Researcher Tsinghua University Instructor: Dr. Weixin Huang	Apr 2024 - Dec 2024 <i>Beijing, China</i>
<ul style="list-style-type: none"> Built an Unreal Engine-based behavioral dataset comprising 60+ video sequences and 51,000+ 3D posture frames, expanding scale and scene diversity of human activity simulations. Generated synthetic trajectory and motion data with precise camera parameters and IMU-driven motion blending, supporting quantitative modeling of everyday behaviors and spatial interactions. 	
Studying Human-Centered Classroom Lighting Strategies for Learning Efficiency Research Assistant Tsinghua University Instructor: Dr. Xin Zhang	Sept 2021 - Sept 2023 <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 performance and comfort. 	

PUBLICATION

- Yi Xu*, Mengying Wang, Xinyue Jiao, Fei Xue and Xiaoyu Zhang. 2026. How Much AI is Enough? An Eye Tracking Study on the Impact of Engagement with AI for Scientific Literacy Reading. Manuscript under review at the International Journal of Artificial Intelligence in Education (IJAIED).

TEACHING EXPERIENCE

HCDE 321 Professional Portfolio

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

Sept 2025 - Now
Seattle, United States

- 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
Hangzhou, China

Game UX Designer Intern | Supervisor: Liu Yongcheng

- 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
Beijing, China

Designer Intern | Supervisor: Dr. Hao Qiang

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

HONORS & AWARDS

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

SKILLS

- **Programming:** Python, C#, R, Linux, LLM and agentic AI, foundational machine learning models
- **Design & Research:** Figma, Rhino, Grasshopper, Unity, Unreal Engine, basic render tools, Arduino, Laser Cutting, 3D Printing, design thinking, experimental design, qualitative and quantitative research methods (semi-structured interviews, focus groups, surveys, statistical analysis, etc.), human factors methodologies
- **Language:** Chinese (Native), English (Professional Working Efficiency, IELTS 8.0, TOEFL 108), Italian (Basic), Spanish (Basic), Portuguese (Basic)