Mengyang Li

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EDUCATION

Zhejiang University, Industrial Design Engineering Hangzhou, China

- **GPA: 3.93/4.0** Sep.2023 - Mar.2026
- **Honours:** Outstanding Postgraduate, Merit Student (Five-Good Student Award)
- Core Courses: Innovation Design Methods (90), Foundation of Optimization Theory (93), Frontiers of Industrial Technology Development (94)

Northeast Forestry University, Industrial Design Harbin, China

- **GPA: 3.75/4.5** Sep.2019 - Jun.2023
- **Honours:** First Prize Scholarship, Professional Scholarship, Merit Student
- Core Courses: Modeling Material and Forming Technique (96), UX Design (92), The Psychology of Everyday Things (95)

PUBLICATION

- Guanyun Wang, Chenda Zheng, Yanbo Fu, Kuangqi Zhu, Fuyi Lai, Likang Zhang, **Mengyang Li**, Ye Tao et al. **KiPneu: Designing a Constructive Pneumatic Platform for Biomimicry Learning in STEAM Education** DIS '24 DOI: 10.1145/3643834.3661828

- **Mengyang Li**, Chuang Chen, Guanyun Wang et al. **HydroSkin: Rapid Prototyping On-Skin Interfaces via Low-Cost Hydrographic Printing** CHI EA '24 DOI: 10.1145/3613905.3651052

- Guanyun Wang, **Mengyang Li**, Yulu Chen, Zhihan Cao, Ye Tao **AirFood: A Pneumatic Morphing Dough Toolkit for Kindergarten Children's Learning of Object-based Geometric Shape Transformation** *International Journal of Human-Computer Interaction* (under review)

RESEARCH EXPERIENCE

KiPneu: Designing a Constructive Pneumatic Platform for Biomimicry Learning in STEAM Education Hangzhou, China

Tangible Interface Research, Zhejiang University Jun.2023 - Jan.2024

- Motivation: To explore the application of morphing materials in biomimicry learning in STEAM education.
- Highlights: Core contributor to 2024 DIS publication; inventor on granted patent; engaged in interdisciplinary collaboration.
- Methods: 3D printing, pneumatic prototyping, shape-changing interface design, figure creation, user research: qualitative coding and data visualization.

HydroSkin: Rapid Prototyping On-Skin Interfaces via Low-Cost Hydrographic Printing Hangzhou, China

Low-Cost Wearable Device via Hydrographic Printing, Zhejiang University Dec.2023 - Apr.2024

- Motivation: To investigate low-cost on-skin interfaces through hydrographic printing and support rapid wearable prototyping.
- Highlights: Accepted as co-first author, CHI 2024 LBW; co-inventor on pending patent; novel wearable interface exploration.
- Methods: Hydrographic printing, laser cutting, material prototyping, documentation, and experimental evaluation.

AirFood: A Pneumatic Morphing Dough Toolkit for Kindergarten Children's Learning of Object-based Geometric Shape Transformation Hangzhou, China

Morphing Food as Embodied Learning Medium for Children, Zhejiang University Dec.2024 - Jul.2025

- **Motivation: To explore morphing materials and tangible interaction via pneumatic shape-changing food prototypes, enabling children to engage in embodied learning of geometric transformations.**
- **Highlights: First student author in IJHCI (under review); manuscript writing and interdisciplinary collaboration.**
- **Methods: Research-through-Design (RtD), digital fabrication, writing, interdisciplinary applications of shape-changing interfaces.**

PATENT

- **Modular Pneumatic Morphing Blocks and Biomimetic Robot for Biomimicry Education (ZL.2024 1 0077807.9)** May.2024
- **A Method for Fabricating Low-Cost Skin Sensors (pending)** Apr.2024 - Now

SKILLSETS

- **Design and Prototyping:** Expertise in user-centered design, Research-through-Design, and cross-disciplinary innovation; prototype fabrication; proficient with Figma and Adobe Creative Suite (Photoshop, Illustrator, XD)
- **User Research and Data Analysis:** Qualitative and quantitative analysis (MySQL), interview analysis, experimental evaluation, behavioral data collection, questionnaire
- **Programming and Interactive Systems：** Python, Arduino / microcontroller prototyping, TouchDesigner, Unity 3D, Processing
- **Language and Rapid Learning:** Mandarin (native), English (CET-6, preparing for IELTS); rapid acquisition of new tools and methodologies, including AI tools (e.g., Grok, ChatGPT, Stable Diffusion) for prototyping interactive designs

CONTACT PERSON

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