# Michael Yin | Curriculum Vitae

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I design and assess technology to hold people's feelings and reflections

### Education

University of British Columbia, Vancouver, BC

Sep 2022 - Present

Ph.D. in Computer Science

Committee: Robert Xiao (Advisor), Dongwook Yoon, Regan Mandryk

Expected Graduation: Aug 2027

University of British Columbia, Vancouver, BC

Sep 2020 - Sep 2022

M.Sc. in Computer Science

Committee: Robert Xiao (Advisor), Dongwook Yoon, Alan Kingstone Thesis: How Subtle Design in Video Games Impacts Player Experience:

Qualitative Studies of Two Design Features

University of Toronto, Toronto, ON

Sep 2015 - May 2020

**B.A.Sc.** in Engineering Science

### **Academic Appointments**

#### Graduate Research Assistant - X-Lab

Sep 2020 - Present

University of British Columbia, Vancouver, BC

- Conducting human—computer interaction research under the supervision of Prof. Robert Xiao for both my M.Sc. and Ph.D.

Research Assistant May 2019 - May 2020

University of Toronto, Toronto, ON

- Research thesis under the guidance of Professor Timothy Chan.
- Topic: Analyzing Curling Performance Using a Dynamic Programming Approach.

#### Research Assistant - Dynamic Graphics Project

May 2017 - Aug 2017

University of Toronto, Toronto, ON

- NSERC-sponsored summer research funded by Professor Kyros Kutalakos.
- Project Description: Calculating 3D Object Depth Using Structured Light Imaging.

**Research Assistant** - Intelligent Sensory Microsystems Laboratory

May 2016 - Aug 2016

University of Toronto, Toronto, ON

- Summer research project under the supervision of Professor Roman Genov.
- Project Description: Developing a Novel Biomedical Wearable for Performance Analysis through Unsupervised Machine Learning.

### Peer-Reviewed Publications

[\* denotes equal contribution]

TravelTales: Reflecting on Meaningful Travel through Digital Scrapbooking

Oct 2025

and Journalling 📝

Michael Yin, Robert Xiao

Journal Paper accepted at IMWUT 2025

VIBES: Evaluating Real-Time Spatial Interaction Events on the Video Player for Livestreaming Applications 📝

Jun 2025

Michael Yin, Robert Xiao

Conference Paper accepted at IMX 2025 [Acceptance Rate: 40.0%]

**Entertainers Between Real and Virtual - Investigating Viewer Interaction** Engagement, and Relationships with Avatarized Virtual Livestreamers 📝 Jun 2025

Michael Yin, Chenxinran Shen, Robert Xiao

Conference Paper accepted at IMX 2025 [Acceptance Rate: 40.0%]

TravelGalleria: Supporting Remembrance and Reflection of Travel Experiences through Digital Storytelling in Virtual Reality 📝

Apr 2025

Michael Yin, Robert Xiao

Conference Paper accepted at CHI 2025 [Acceptance Rate: 24.9%]

**Y**Honourable Mention Award [top 5% of submissions]

How We See Changes How We Feel: Investigating the

Effect of Visual Point-of-View on Decision-Making in VR Environments 3

Nov 2024

Michael Yin, Robert Xiao

Journal Paper accepted at CSCW 2024

VirtualNexus: Enhancing 360° Video AR/VR Collaboration with

**Environment Cutout and Virtual Replicas** 

Oct 2024

Xincheng Huang\*, Michael Yin\*, Kaseya Xia, Robert Xiao

Conference Paper accepted at UIST 2024 [Acceptance Rate: 24.0%]

Press A or Wave: User Expectations for NPC Interactions and

Nonverbal Behaviour in Virtual Reality 3

Oct 2024

Michael Yin, Robert Xiao

Journal Paper accepted at CHI PLAY 2024 [Acceptance Rate: 23.5%]

Lies, Deceit, and Hallucinations: Player Perception and Expectations Apr 2024

Regarding Trust and Deception in Games 📝

Michael Yin, Emi Wang, Felix Ng, Robert Xiao

Conference Paper accepted at CHI 2024 [Acceptance Rate: 26.4%]

Drifting Off in Paradise: Why People Sleep in Virtual Reality

Apr 2023

Michael Yin, Robert Xiao

Conference Paper accepted at CHI 2023 [Acceptance Rate: 28.4%]

How Should I Respond to "Good Morning?": Understanding Choice

Jun 2022

in Narrative-Rich Games 📝

Michael Yin, Robert Xiao

Conference Paper accepted at DIS 2022 [Acceptance Rate: 23.0%]

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The Reward for Luck: Understanding the Effect of Random Reward

May 2022

Mechanisms in Video Games on Player Experience 📝

Michael Yin, Robert Xiao

Conference Paper accepted at CHI 2022 [Acceptance Rate: 24.7%]

### **Projects In-Submission**

Dissolving a Digital Relationship: A Critical Examination of Digital Severance **Behaviours in Close Relationships** 

Michael Yin\*, Angela Chiang\*, Robert Xiao

Manuscript under review

"I Don't Have Faith in The Developers to Use My Feedback": Understanding Player Values and Expectancy for Reporting Systems in Video Games

Michael Yin, Chenxinran Shen, Robert Xiao

Manuscript under review

The UnReality Camera: Instant Snapshots with Generative Al

Michael Yin, Angela Chiang, Robert Xiao

Manuscript under review

Reflective Motion and a Physical Canvas: Exploring Embodied Journaling in Virtual Reality

Michael Yin, Nadine Wagener, Robert Xiao

Manuscript under review

Navigating Oversharing: Designing Systems for Boundary Awareness and **Self-Reflection During Digital Communication** 

Michael Yin\*, Chenxinran Shen\*, Angela Chiang, Robert Xiao

Manuscript under review

The Words That Can't Be Shared: Exploring the Design of Unsent Messages

Michael Yin, Robert Xiao

Manuscript under review

### Extended Abstracts and Other Research

**Understanding and Supporting Interactions with Virtual Agents** 

Apr 2025

**Michael Yin** 

Doctoral Consortium accepted and presented at CHI 2025

How Subtle Design in Video Games Impacts Player Experience:

Aug 2022

**Qualitative Studies of Two Design Features** 

Michael Yin

M. Sc. Thesis

Points Gained in Curling: Modelling Curling as a Markov Reward Process

Jun 2021

Michael Yin, Timothy Chan

Abstract accepted and presented at CORS 2021

Calculating 3D Object Depth Using Structured Light Imaging

Aug 2017

Michael Yin, Kyros Kutulakos

Summer research presented at the Undergraduate Summer Research Conference 2017

### **Teaching Appointments**

**Teaching Assistant** Sep 2020 - Dec 2021

University of British Columbia, Vancouver, BC

- CPSC304 Introduction to Relational Databases (3 terms)
- CPSC344 Introduction to Human-Computer Interaction (1 term)

### Mentorship

Across UofT and UBC, I have mentored five students (all undergrads). Three of them have worked with me on research projects, all of which have resulted in co-authored papers. I have previously been a **REX** (**R**esearch **EX**perience Program) mentor, as part of UBC's undergraduate research program. I have also mentored at various hackathons at UBC, including three times at **cmd-f** (Western Canada's largest hackathon that supports underrepresented genders in tech), as well as at HackCamp (UBC hackathon for beginner and novice coders).

### **Academic Service**

### **Organizing Committee**

Ongoing

- Virtualization Chair for CHI PLAY'25

Associate Chair

Ongoing

- Associate Chair for CHI'25 WiP, CHI PLAY'24 WiP, CSCW'25 Full Papers

Student Volunteer Ongoing

- Student Volunteer at DIS'22, CHI'23, CHI'24

Paper Reviewer Ongoing

- Conducted 45+ peer reviews across ACM SIGCHI conferences and leading journals.
- Received 8 Special Recognitions for reviewing.

#### **Graduate Recruiting Group Leader**

Dec 2022 - Apr 2024

- Wrote initial reviews for all HCl applicants for two recruiting seasons.

# **Industry Experience**

# **Software Engineering Intern** - Shopify (International R&D Team)

May 2019 - Aug 2019

Toronto, ON

- Wrote backend code to process and model data using user input for Shopify's shipping calculator.
- Created an integration pipeline to allow Shopify partners to incorporate their applications.
- Developed UI widgets to improve merchant experience and collect data on merchant behaviour.

### Software Engineering Intern - Stanza (Data Team)

May 2018 - Apr 2019

San Francisco, CA

- Implemented a backend API platform to centralize ad revenue payments and show revenue statistics.
- Developed automated jobs to guery for and display engagement data.
- Created an event collection and transformation pipeline using AWS tools and Airflow.

# Awards, Grants, and Scholarships

Awards	
NSERC CGS D	May 2023 - Apr 2026
- \$40,000/year, for 3 years.	
UBC Computer Science Four-Year Fellowship 4YF	Sep 2022 - Aug 2026
- \$18,200/year plus tuition, for the first 4 years of PhD studies.	
University of Toronto Dean's List (8 times)	Sep 2015 - May 2020

#### **Grants**

#### NSERC Computer Science Undergraduate Student Research Award (\$6,000) May 2017

- Proposal: Calculating 3D Object Depth Using Structured Light Imaging

### Scholarships

UBC Critical Play Fellow (\$500)	Sep 2025
The Crocker Foundation Bursary (\$2,600)	Dec 2016
Mario and Dorothy Pesando Scholarship (\$2,567)	Oct 2016
University of Toronto Scholar (\$6,000)	Sep 2015

# Relevant Skills

Programming Languages: Python, JavaScript, C#, C, HTML, CSS, SQL

Other Skills: Qualitative and Ethnographic Research, Prototyping and Design, Game Development