

# Michael Yin | Curriculum Vitae

Email: [jiyin@cs.ubc.ca](mailto:jiyin@cs.ubc.ca) • Website: <http://www.mikeyin.xyz/>

I design and assess technology to *support meaning-making* and *reflection* on lived experiences.

## Education

---

**University of British Columbia**, Vancouver, BC

Sep 2022 - Present

**Ph.D. in Computer Science**

Advisor: Robert Xiao

Expected Graduation: Aug 2026

**University of British Columbia**, Vancouver, BC

Sep 2020 - Sep 2022

**M.Sc. in Computer Science**

Advisor: Robert Xiao

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

---

**University of British Columbia**, Vancouver, BC

**Graduate Research Assistant** (X-Lab)

Sep 2020 - Present

- Research assistant for various projects under the supervision of Professor Robert Xiao as part of a Master's and PhD

**University of Toronto**, Toronto, ON

May 2019 - May 2020

**Research Assistant**

- 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

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

**Research Assistant** - Intelligent Sensory Microsystems Laboratory

May 2016 - Aug 2016

- 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]

**How We See Changes How We Feel: Investigating the Effect of Visual Point-of-View on Decision-Making in VR Environments**  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**  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 Regarding Trust and Deception in Games**  Apr 2024

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 in Narrative-Rich Games**  Jun 2022

Michael Yin, Robert Xiao

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

 Honorable Mention Award [top 4.3% of all submissions]

**The Reward for Luck: Understanding the Effect of Random Reward Mechanisms in Video Games on Player Experience**  May 2022

Michael Yin, Robert Xiao

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

## Other Research Work

---

**Points Gained in Curling: Modelling Curling as a Markov Reward Process** June 2021

Michael Yin, Timothy Chan

Abstract accepted and presented at CORS 2021

**Calculating 3D Object Depth Using Structured Light Imaging**

Presentation at Undergraduate Summer Research Conference

Aug 2017

**How Subtle Design in Video Games Impacts Player Experience:  
Qualitative Studies of Two Design Features**

M. Sc. Thesis

Aug 2022

## 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)

## Students Mentored

---

At UofT and UBC, I have mentored 5 students (all undergrad). 3 of them have worked with me in research projects, 2 of which have co-authored papers with me.

## Academic Service

---

**Associate Chair**

Ongoing

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

**Student Volunteer**

Ongoing

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

**Paper Reviewer**

Ongoing

- Reviewed papers for CHI'23, DIS'23, UIST'23, IMX'23, CHI'24, and many more
- 5 Outstanding Review Recognitions at CHI'24 and CHI PLAY'24

**Graduate Recruiting Group Leader**

Dec 2022 - Apr 2024

- Wrote initial reviews for all HCI 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 query 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 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 (\$6000)**

May 2017

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

### *Scholarships*

**The Crocker Foundation Bursary (\$2600)**

Dec 2016

**Mario and Dorothy Pesando Scholarship (\$2567)**

Oct 2016

**University of Toronto Scholar (\$6000)**

Sept 2015