JI TONG (Michael) YIN | Curriculum Vitae

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Education

University of British Columbia, Vancouver, BC

Sep 2022 - Present

PhD in Computer Science

Expected Graduation: Aug 2026

University of British Columbia, Vancouver, BC

Sep 2020 - Sep 2022

MSc in Computer Science

Average Grade: 94%

University of Toronto, Toronto, ON

Sep 2015 - May 2020

BASc in Engineering Science (Major in Engineering Mathematics, Statistics and Finance)

Cumulative GPA: 3.93/4.00

Academic and Teaching Experience

Research Assistant - X Lab

Sep 2020 - Present

University of British Columbia, Vancouver, BC

- Research assistant for various projects under the supervision of Professor Robert Xiao as part of a Master's (completed) and PhD (in progress).

Teaching Assistant

Sep 2020 - Dec 2021

University of British Columbia, Vancouver, BC

- Led tutorials and performed assessment and marking for CPSC304 - Introduction to Relational Databases (3 terms) and CPSC344 - Introduction to Human-Computer Interaction (1 term)

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 partially 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.

Publications, Presentations and Posters

How We See Changes How We Feel: Investigating the Effect of Visual Point-of-View on Decision-Making in VR Environments Michael Yin, Robert Xiao Conference Paper accepted at CSCW 2024	Nov 2024
VirtualNexus: Enhancing 360° Video AR/VR Collaboration with Environment Cutout and Virtual Replicas Xincheng Huang*, Michael Yin*, Kaseya Xia, Robert Xiao [* denotes equal contribution] Conference Paper accepted at UIST 2024 [Acceptance Rate: 24.0%]	Oct 2024
Press A or Wave: User Expectations for NPC Interactions and Nonverbal Behaviour in Virtual Reality Michael Yin, Robert Xiao Conference Paper accepted at CHI PLAY 2024 [Acceptance Rate: 23.5%]	Oct 2024
Lies, Deceit, and Hallucinations: Player Perception and Expectations Regarding Trust and Deception in Games Michael Yin, Emi Wang, Felix Ng, Robert Xiao Conference Paper accepted at CHI 2024 [Acceptance Rate: 26.4%]	Apr 2024
Drifting Off in Paradise: Why People Sleep in Virtual Reality Michael Yin, Robert Xiao Conference Paper accepted at CHI 2023 [Acceptance Rate: 28.4%]	Apr 2023
How Subtle Design in Video Games Impacts Player Experience: Qualitative Studies of Two Design Features M. Sc. Thesis	Aug 2022
How Should I Respond to "Good Morning?": Understanding Choice in Narrative-Rich Games Michael Yin, Robert Xiao Conference Paper accepted at DIS 2022 [Acceptance Rate: 23.0%] Honorable Mention Award [top 4.3% of all submissions]	Jun 2022
The Reward for Luck: Understanding the Effect of Random Reward Mechanisms in Video Games on Player Experience Michael Yin, Robert Xiao Conference Paper accepted at CHI 2022 [Acceptance Rate: 24.7%]	May 2022

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

Aug 2017

Presentation at Undergraduate Summer Research Conference

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.

Student and Volunteer Organizations

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 HCl applicants for two recruiting seasons.

Freelance Tutor Sep 2017 - Present

- Tutored first-year students for an introductory undergraduate computer science course.

Mentor, NSight Mentorship Program

Sep 2016 - May 2020

- Mentored first-year students to help them with the transition to university.

Member, Mechatronics Design Association

Sep 2015 - May 2017

- Developed and implemented marketing strategies to attract corporate sponsors.

Awards, Grants, and Scholarships

University of Toronto Scholar (\$6000)

May 2023 - Apr 2026
Sep 2022 - Aug 2026
Jan 2017
Oct 2016
May 2016
Sep 2015 - May 2020
May 2017
Dec 2016
Oct 2016

Sept 2015