

Ning An

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EDUCATION

Teachers College, Columbia University
M.A in Instructional Technology and Media

Expected in Dec. 2018
New York, USA

Chongqing University
B.A in Literature of Theater and Film & Television (Rank: 3/53)

Sept. 2013 – June. 2017
Chongqing, China

University of British Columbia Summer School
Courses Taken: Linguistic Anthropology & Global Journalism

Jul. 2016 – Aug. 2016
Vancouver, Canada

RESEARCH EXPERIENCE

Columbia Zuckerman Brain and Behavior Institute
Research Assistant at The Learning Lab

June. 2018-Present
New York, USA

Curiosity and Learning Across the Lifespan | PI: Daphna Shohamy

- Design behavioral tasks to compare task performance, decision making, memory and related brain activity between age groups
- Analyze task data to understand how changes in curiosity between the young age group (18-35 years old) and the old age group (50-80 years old) affect the ability to learn and remember new information
- Combine fMRI with behavioral and computational assessments to characterize how curiosity changes with aging and reveal the neural circuits underlying these effects

Differences in Response to Abstract vs. Representational Art | PI: Nobel Laureate Eric Kandel

- Devise an experimental study using construal level theory. Measure abstract and concrete levels of the construal of an object. Explore the perceptual processing of abstract art by the beholder
- Employ a forced-choice model, asking participants to hypothetically place a piece of art into either a psychologically distant or psychologically close situation to measure how abstractly a subject construes each work of art

Arts & Algorithms | Ongoing Individual Project in Collaboration with The Learning Lab Researchers
Funded by the Center for Science and Society at Columbia University

- Draft a metacognition-based Artificial Intelligence model by applying design thinking theories
- Combine computational and neuroscience approaches to enable AI to create stories by learning about styles and deviations from style norms

Teachers College Columbia University
Research Assistant at Spirituality & Psychology Lab

June. 2018-Present
New York, USA

Spiritual Mind Body Wellness Center Assessment | PI: Lisa Miller

- Support a longitudinal observational study examining changes in clinical outcomes and spiritual wellness variables in spiritual wellness groups
- Administer consent and other self-report measures, conduct quantitative and qualitative analysis, literature reviews, and create conference materials
- Develop an android-based app to gather data on Wellness Center performance in order to adapt programs to better serve the community

Individual Projects

Developer | *iResponder* | Advisor: Dr. Joey Lee

2018

- Pioneered a virtual reality game for mental health response training using Unity
- Designed game content and form. Composed six scenarios, six patient types and six story backgrounds

Researcher | *Metacognition and Artificial Intelligence* | Advisor: Dr. Yoo Kyung Chang

2018

- Created a self-studying Artificial Intelligence prototype using metacognition theories which enable AI to self-adjust, self-assess and self-control
- Developed an AI metacognitive process model based on the multifaceted and multilevel model of metacognition and the meta-reasoning system model

Researcher | *Coding for Kids Project* | Advisor: Dr. Yoo Kyung Chang

2017

- Analyzed strategies for teaching HTML coding to elementary aged children in order to improve computational thinking
- Applied constructivism and behaviorism learning theories to design a video-based HTML learning platform

National Social Science Foundation of China

Sept. 2016-Nov.2016

Research Assistant | *Cognitive Effect of Chinese and Western Writing System*

Chongqing, China

- Wrote extensive literature review on cognitive aspects of the human brain
- Contributed section “The Influence of Related Thinking” to the publication “The Relationship Between Big Data Method and Chinese & Western Philosophy Thinking” (Modern Communication, 2016)
- Used Tetrad of Media Effects theory to discuss the relationship between the dynamic philosophy of traditional Chinese thinking and related thinking
- Honor: Paper published in Modern Communication (2016)

PROFESSIONAL EXPERIENCE

China Interactive Television

Nov. 2016-Dec. 2016

Project Leader of AR English Textbook Design

Beijing, China

- Led five-member team to survey AR educational products market and development potential of AR apps; investigated lifestyles and hobbies of Chinese schoolchildren.
- Designed AR contents of PEP English textbook, based on speech recognition and AR technology, using Wikitude AR SDK to create an interactive educational animal game
- Won first place out of 20 teams, resulting in CITV’s adopting project, which will be sold in 2019

CBC News

Jun. 2016-Aug. 2016

Trainee Journalist at Tech & Science column

Vancouver, Canada

- Analyzed network clicks ratio of Tech & Science column; drafted report on how Canadian educators use Pokemon Go to support classrooms; discussed how emerging technologies influence education
- Interviewed Archiact founder Frank Shen on the educational market of AR in North America

Interpublic Group (Global 4A advertising company)

Feb. 2017-Aug. 2017

Media Marketing Planner Intern

Beijing, China

- Spearheaded the “Lang Ping World Mastercard” marketing project. Led a team that generated over US\$13,000 for IPG and US\$10 million for ICBC
- Headed Bank of China Digital and Communication in “Australia Mastercard” marketing project, issued in Jun. 2018

LEADERSHIP EXPERIENCE

Columbia Business School The Center for Decision Science

Sept. 2018

Organizer of “Using Visual Salience in Game Theory ” Seminar

New York, USA

- Organized visit and presentation by guest lecturer, Caltech professor Colin F. Camerer
- Wrote report entitled “The Power of Visual Salience: How it Predicts Human Choices”

Tencent Global Partner Conference (TGPC)

Sept. 2016

Youth Representative

Fuzhou, China

- Interviewed Apple’s Stephen Gary Wozniak about the future of Internet and the application of IOS games in education
- Reported on the future of Artificial Intelligence and Virtual Reality

Plant Vertical Green Project

Jan. 2016-June. 2016

Co-founder

Chongqing, China

- Co-Invented Android-based control system for automatic watering circuit
- Developed app that can monitor indoor humidity and temperature, and remotely control indoor irrigation system; designed app’s sound and interface
- Designed a marketing strategy by creating a propaganda film, building and spreading the brand value “The Forest is in the City” to the public, attracted 12 companies to purchase product

PUBLICATION

Ning An (2016): Analysis on Limitation of Chinese Education and Test System. EDUCATION 2rd session, 277. ISSN : 1671-5853

SKILLS

Instrument Operation: fMRI LEVEL II

Programming Language: Unity, R, Python, C/C++, Java, JavaScript, Android Studio, HTML

Applications: Wikitude AR SDK (Augmented Reality Design)

Adobe After Effects/InDesign/Audition/Photoshop/Premiere/Director/Flash

Personal Specialty: Storytelling, Photography, Marketing Planning

HONORS /ANDAWARDS

China College Students' Innovation and Entrepreneurship Competition--Plant Vertical Green Project --the GOLDEN AWARDS

June. 2016

Honored by the Education Committee of Chongqing, Chongqing Science and Technology Association, and Chongqing Labor and Social Security Bureau

People's Republic of China National Intellectual Property Office patent certificate

Aug. 2016

Patent No.201620866370.8

International Outstanding Exchange Students' Scholarship

Sept. 2016

Honored by Chongqing University

Scientific Advanced and Innovative Individual---the Outstanding representative

Sept. 2016

The highest honor of Chongqing University, awarded to 20 out of 27000+undergraduates for excellent scientific achievements