

Ning An

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EDUCATION

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

Sept. 2017 – Dec.2018
New York, USA

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

Jul. 2016 – Aug. 2016
Vancouver, Canada

Chongqing University (Chinese “Double First-Class” University Project)
B.A in Literature of Theater and Film & Television (Rank: 3/53)

Sept. 2013 – Jun. 2017
Chongqing, China

RESEARCH EXPERIENCE

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

Jun.2018-Present
New York, USA

Curiosity and Learning Across the Lifespan | PI: Daphna Shohamy

- Designed behavioral tasks to compare task performance, decision making, memory and related brain activity between the young group (18-35 years old) and the old group (50-80 years old) to understand how changes in curiosity affect the ability to learn and remember new information
- Combined 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

- Designed an experimental study using construal-level theory to measure abstract and concrete levels of construal of an object to explore aspects of the perceptual processing of abstract art by the Beholder
- Employed 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 Personal Project in Collaboration with The Learning Lab Researchers
Funded by the Center for Science and Society at Columbia University

- Created a design draft of metacognition based artificial intelligence model by applying design thinking theories, which can train people storytelling ability
- Combined computational and neuroscience approaches to propose an attempt to enable AI to create stories by learning about styles and deviate from style norms

Teachers College Columbia University
Research Assistant at Spirituality & Psychology Lab

Jun.2018-Present
New York, USA

Spiritual Mind Body Wellness Center Assessment | PI: Lisa Miller

- Supported a longitudinal observational study examining changes in clinical outcomes and spiritual wellness variables in spiritual wellness groups, including administering consent and other self-report measures, quantitative and qualitative analysis, literature reviews, and conference materials
- Developed an android-based app to gather information about how the Wellness Center is serving its community in order to adapt programs and offer the most effective and helpful services

National Social Science Foundation of China

Sept.2016-Nov.2016

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

Chongqing, China

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

Personal Projects

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

2018

- Developed a virtual reality game for mental health response training by using Unity
- Designed the game content and form, including composing 6 scenarios, 6 kinds of patients and 6 story backgrounds

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

2018

- Designed a self-studying Artificial Intelligence prototype by applying metacognition theories, which aims to 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 the problem for teaching HTML coding for elementary aged children toward the goal of improving computational thinking
- Used constructivism and behaviorism learning theory to design a video-based HTML learning platform

PUBLICATION

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

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-August.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

- Planned the “Lang Ping World Mastercard” propaganda marketing project as a team leader and brought 13,000+ and 10 million US dollars respectively to IPG and ICBC
- Led Bank of China Digital and Communication team to scheme “Australia Mastercard” marketing project, which will be issued on June, 2018

NON ACADEMIC WORK

Plant Vertical Green Project

Jan. 2016-Jun. 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

Columbia Business School The Center for Decision Science

Sep.2018

Organizer of "Using Visual Salience in Game Theory " Seminar

New York, USA

- Responsibly for receiving the guest lecturer, Caltech professor Dr. Colin F. Camerer and uploading lecture slides and materials
- Wrote a report on " The Power of Visual Salience: How it Predict Human Choices"

Tencent Global Partner Conference (TGPC)

Sept.2016

Youth Representative

Fuzhou, China

- Asked Stephen Gary Wozniak (Apple's co-founder) questions about the future of Internet and the application of IOS games in education
- Drew a report on the future of Artificial Intelligence and Virtual Reality

SKILLS

Instrument Operation: fMRI LEVEL II

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

Applications: Wikitude AR SDK (Augmented Reality Design)

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

Personal Specialty: Storytelling, Photography, Marketing Planning

HONORS /ANDAWARDS

Scientific Advanced and Innovative Individual---the Outstanding representative

September.2016

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

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

August.2016

Patent No.201620866370.8

International Outstanding Exchange Students' Scholarship

September.2016

Honored by Chongqing University