Ning An

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EDUCATION

Teachers College, Columbia University | *Expected in Dec. 2018*
M.A in Instructional Technology and Media | New York, USA

Chongqing University | *Sept. 2013 – June. 2017*
B.A in Literature of Theater and Film & Television (Rank: 3/53) | Chongqing, China

University of British Columbia Summer School | *Jul. 2016 – Aug. 2016*
Courses Taken: Linguistic Anthropology & Global Journalism | Vancouver, Canada

RESEARCH EXPERIENCE

Columbia Zuckerman Brain and Behavior Institute | *June. 2018-Present*
Research Assistant at The Learning Lab | 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 | *June. 2018-Present*
Research Assistant at Spirituality & Psychology Lab | 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

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

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-Augt. 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

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