**Ning An**

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**EDUCATION**

**Teachers College, Columbia University**  ***Sept. 2017 – Dec. 2018***

M.A in Instructional Technology and Media  New York, USA

**Chongqing University (****Chinese “Double First-Class” University Project)  *Sept. 2013 – Jun. 2017***B.A in Literature of Theater and Film & Television (Rank: 3/53) Chongqing, China

**RESEARCH EXPERIENCE**

**Columbia Zuckerman Brain and Behavior Institute *Jun. 2018-Present***

**Research Assistant at The Learning Lab** 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  *Jun. 2018-Present***

**Research Assistant at Spirituality & Psychology Lab** 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)

**Individual Projects *2017-2018***

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

* 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***

* 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***

* 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

**PROFESSIONAL EXPERIENCE**

**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

**Leadership Experience**

**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