**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

**University of British Columbia Summer School  *Jul. 2016 – Aug. 2016***

Courses Taken: Linguistic Anthropology & Global JournalismVancouver, Canada

**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) and the old group (50-80) 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*

**Teachers College Columbia University  *Jun.2018-Present***

Research Assistant atSpirituality & 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)

**Personal Projects**

Developer | ***iResponder*** | ***Advisor: Dr. Joey Lee 2018***

* Developed a virtual reality game for mental health response training by using Unity

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 2rd 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**  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***

**Product Manager & Designer** Chongqing, China

* Co-Invented Android-based control system for automatic watering circuit
* Co-developed app that can measure 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

**Tencent Global Partner Conference (TGPC)**  ***Sept.2016***

**Youth Representative**  Fuzhou,China

* Asked Stephen Gary Wozniak (Apple’s co-founder), Daniela Rus(director of MIT artificial intelligence lab) questions about the future of Internet and the relationship between IOS games and education
* Drew a report on the future of Artificial Intelligence and Virtual Reality

**SKILLS**

**Instrument Operation:** fMRI LEVELⅡ

**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