**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 JournalismVancouver, 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**

**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

**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