

# QINYI ZHOU

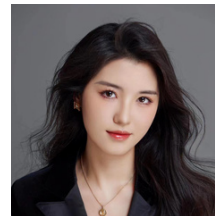
## HCI Research / UX Design

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Beijing, Tsinghua University

zhouqyyy2022



### EDUCATION

**Tsinghua University / Master's Degree in Product Design / GPA: 3.97**

**2022 - 2025.6.30**

Courses: Human-Computer Interaction Technology, History & Theory of Design Research, Frontier of Information Technology & Design Application, Interdisciplinary Creative Thinking & Practice.

**Tsinghua University / Bachelor's Degree in Product Design / GPA: 3.82**

**2018 - 2022**

Courses: Product Interface Semantic Design, Design Thinking, User Research Methods, Integrated Design Expression, 3D Modeling Basics, Ergonomics, Computer-Aided Design, Cross-Disciplinary Design Practice.

### INTERNSHIP EXPERIENCE

**Microsoft Research Asia, Research Intern**

**Oct 2023 - Apr 2024**

AI4Design, human-AI co-creation: Utilizing LMs to augment human's creative thinking.  
Natural Human-AI communication system.

**Meituan Home Delivery Division, Interaction Design Intern**

**Jul 2021 - Sep 2021**

Improved the search page interface based on user and merchant needs to enhance user experience and search results.  
Redesigned the shopping cart-to-order process based on user purchasing habits.

**Midea Global Innovation Center, Interaction Design Intern**

**Dec 2020 - Jan 2021**

Part of the UXI team in Midea's Household Air Conditioning Business Unit's Industrial Design Center. Involved in interaction design for Midea Home APP and graphic design for Midea Disney series air conditioner panels.

### PUBLICATIONS

**Yihao Zhu, Qinyi Zhou: Docent: Digital Operation-Centric Elicitation of Novice-friendly Tutorials, in UIST SIC 2023**

**Sep 2023**

**Yingqing Xu, Qinyi Zhou, Jie Deng, Yu Zhang, Xinyi Fu\*: The Application and Development of Artificial Intelligence in the Design Industry, Packaging Engineering**

**April 2024**

**Qinyi Zhou, Jie Deng, Yu Liu, Yun Wang, Yan Xia, Yang Ou, Zhicong Lu, Scarlett Li\*, Yingqing Xu\*: ProductMeta: Supporting Ideation in Metaphorical Product Design through Multimodal Large Models (submitting to CHI 2025)**

**Sep 2024**

### AWARDS & HONORS

**Xiamen Design & Art Week 2024**

**March 2024**

**UIST Student Innovation Contest - Honorable Mention**

**Jan 2023- Aug 2023**

Hosted by: The ACM Symposium on User Interface Software and Technology (UIST, an international top forum for human-computer interface innovations, sponsored by ACM's SIGCHI and SIGGRAPH).

**Future Design Education Competition - Gold Award**

**Aug 2023**

Hosted by: UNESCO Institute of Information Technology and others.

**First-Class Comprehensive Excellence Scholarship, Tsinghua University**

**Oct 2023**

**Outstanding Graduation Design from Tsinghua University**

**Jun 2022**

**Youth Design 100 Exhibition**

**Jun 2022**

**Outstanding Graduate of Tsinghua University**

**Jun 2022**

**Excellence Award for 2022 Asian New Generation Designer**

**Aug 2022**

**Tsinghua University Comprehensive Excellence Scholarship**

**Oct 2021**

**Tsinghua University Comprehensive Excellence Scholarship**

**Oct 2020**

**Gold Award for Social Practice, Tsinghua University**

**Oct 2019**

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## **PATENTS**

**Mobile Extracorporeal Membrane Oxygenation (ECMO) - Design patent**

**Jul 2023**

**Mobile Extracorporeal Membrane Oxygenation (ECMO) - patent for utility models**

**Nov 2023**

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## **LANGUAGE**

Chinese: Native

English: Fluency (TOFEL 100-best score)

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## **PROJECT EXPERIENCE**

**ConversAI: Enhancing Group Discussion through Proactive AI Engagement and Multimodal Interaction**

**Oct 2023 - Now**

Current CA(Conversational Agent) systems are passive and query-response-based, hindering the potential for more proactive and collaborative interactions with humans. This paper introduces ConversAI, a novel context-aware CA designed to actively participate in group discussions. Leveraging GPT-4V's advanced multimodal detection and dialogue analysis, ConversAI comprehends the dynamics of discussions and intervenes appropriately.

**Speaking Across Time with Da Vinci**

**Nov 2023**

A media work which employs virtual human technology to create a dialogue in a parallel universe, connecting the historical figure Leonardo da Vinci with students from modern-day University, enabling a cross-temporal conversation. In this imagined space-time, audiences will witness the blending of history with the modern era, and art with technology, experiencing a collision of ideas across different epochs. This work is not only a visual exploration but also a profound reflection on artistic creation, interdisciplinary education, and humanity in the era of artificial intelligence.

**Docent: Digital Operation-Centric Elicitation of Novice-friendly Tutorials**

**Mar 2023 - Sep 2023**

(Honorable mention in the UIST Student Innovation Contest). Nowadays, searching and utilizing the tutorial of software remains a challenge due to the request for proper problem articulation, extensive searches and mind-intensive follow-through. We introduce "Docent", a system designed to bridge this knowledge-seeking gap. Powered by Large Language Models (LLMs), Docent takes vague user input and recent digital operation contexts to reason, seek, and present the most relevant tutorials in-situ. We assume that Docent smooths the user experience and facilitates learning of the software.

**Multimodal Book Design and Research for Children with Dyslexia**

**Jan 2023 - Sep 2023**

(Winner of the 2023 Future Design Education Competition Gold Award). This project incorporated physical interactions, tactile, and auditory perceptions to stimulate reading interest in children with reading challenges. I participated in the entire project lifecycle including user research, interaction design, storyline design, visual design, user experiments, and product iterations.

**Wearable Product Design Research Based on AIGC**

**Mar 2023 - Jun 2023**

Explored how AI can be involved in the entire industrial design process, including brainstorming based on ChatGPT, product definition, solution generation, industrial model modification and production using Midjourney, and the design of olfactory simulation masks in VR scenarios.

**Mobile ECMO: Redesign of the Extracorporeal Membrane Oxygenation**

**Feb 2022 -Jun 2022**

For my undergraduate thesis, I explored innovative ways to use ECMO, proposing on-the-spot initiation scenarios to improve the timeliness of ECMO initiation. The new scenarios include pre-charging in vehicles, on-the-spot intubation, and patient transfer. I redesigned the ECMO machine in product design to enhance its portability and usability. Not only was it highly recognized by our collaboration partners, but it also received the Excellent Graduation Design Award from Tsinghua University.

**CCTV New Year's Gala (2022) and Labour Day Gala Stage Art Design**

**Dec 2022 - May 2023**

2023 May Day International Labor Day 'Heart-to-Heart' Special Program" was co-hosted by the All-China Federation of Trade Unions and the Central Radio and Television Station. "The New Era Thousand-mile Jiangshan Painting" was unveiled as the main theme of the entire evening. This 33-meter-long scroll blends tradition with modernity, nature with technology, highlighting China's labor achievements. The creative team had diverse styles, but their collaboration was organized, showcasing both artistic and narrative qualities. I participated in the conceptual design, overall composition, and typography design of the scroll.

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## **SOFTWARE SKILL**

<b>Arduino</b>	<b>Skilled</b>	<b>Python</b>	<b>Skilled</b>
<b>Blender</b>	<b>Proficient</b>	<b>PS, AI, PR</b>	<b>Highly skilled</b>
<b>Rhino</b>	<b>Highly skilled</b>	<b>Figma</b>	<b>Highly skilled</b>
<b>Keyshot</b>	<b>Highly skilled</b>	<b>Grasshopper</b>	<b>Basic</b>

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## SOCIAL PRACTICE AND VOLUNTEER

### “Tracing the Origins in Xi'an”: Summer fieldwork

**Jul 2020 - Sep 2021**

I interviewed the inheritors of intangible cultural heritage of Xi'an city. Visiting relevant cultural creation companies to complete the research report on how the intangible cultural heritage transforms into modernization modes. This project received the Tsinghua University Social Practice Gold Award and was covered by relevant media.

### "Hearing the Beauty in Beijing": Summer fieldwork

**Jun 2020 - Aug 2020**

I visited several creative industry organizations in Beijing to gain insights into current industry demands and engaged in discussions with company executives about emerging technologies and wrote research report.

### Volunteered Teaching Art in Hainan

**Dec 2019 - Jan 2020**

Undertook a one-month art and art history teaching assignment at the Innovative School in Lingao County, Hainan Province. Witnessing the children's eager eyes yearning for knowledge profoundly impacted me, prompting diligent lesson planning and earnest teaching efforts. This dedication earned commendations from both the school and fellow students.

### Overseas Study Tours

Participated in several summer study tours, visiting over ten countries including Germany, France, Italy, Denmark, Australia, and Japan. Engaged in the 2023 Tsinghua University overseas professional practice, exploring the evolution and future trends of European design.

### Director of the Academic Department, Graduate Student Union of Tsinghua University

**Jul 2023- now**

Organized numerous academic activities, such as the Tsinghua University Doctoral Forum and the “Path to Academia” lecture series, contributing my efforts towards academic dissemination.

### Publicity Team Leader, Academic Department, Tsinghua University Student Union

**Jul 2020 - Sep 2021**

Visual design for various academic events at Tsinghua University, including the visual system design for the "8th My Favorite Teacher" selection event.

### Member of Cultural Exchange Department, Tsinghua University Student Union

**Sep 2018 - Sep 2019**

### Member of Publicity Department, Tsinghua University Student Union

**Sep 2018 - Sep 2019**

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## HOBBIES

Traveling, Photography, Model Making

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## SELF-ASSESSMENT

I am from the Academy of Arts and Design, Tsinghua University. I obtained an MS and a BS in product design, industrial design. Throughout my undergraduate studies, I participated in multiple product design projects, focusing on areas such as design thinking, user research, and hardware product development. My undergraduate graduation project was recognized with the Outstanding Graduation Design Award from Tsinghua University, and I was also honored as an Outstanding Graduate of Tsinghua University.

In my graduate phase, due to my deep interest in user experience and emerging technologies, I shifted my focus towards HCI research. Currently, I am a research intern at Microsoft Research Asia (MSRA), where I explore the intersection of AI and Design (AI4Design). I am always interested in uncovering AI's potential to augment human creative thinking, developing natural human-AI communication systems. My work has been published in reputable journals and conferences such as UIST and in Packaging Engineering.