Yufeng Wang

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Summary

Highly motivated and innovative Industrial Designer with a strong academic background in Human-Computer Interaction, fabrication, and Human-Robot Interaction. Experienced in designing and prototyping interactive systems, developing novel material-based interfaces, and conducting systematic research on large language models in HRI.

Education

Zhejiang University

Sept 2022 - June 2026

Major in Industrial Design, College of Computer Science and Technology Minor in Undergraduate of Public Administration, Chu Kochen Honors College

- o GPA: 3.96/4.0 (4.08/4.30); Rank: 3/46
- Relevant Coursework: Information and Interaction Design Technology (4.8/5.0); Information Product Design (4.5/5.0); Computer Graphics (4.5/5.0); Cross-media Data Visualization (4.8/5.0); User Experience and Product Innovation Design (5.0/5.0); Entity, Structure and Manufacturing (4.8/5.0); Social Innovation Design (5.0/5.0); Design Thinking and Expression (4.8/5.0)

Research Experience

ARK Lab, The Hong Kong University of Science and Technology (GZ)

Guangzhou, CHN

Research Intern Supervised by Prof. Xin Tong and Chongyang Wang

June 2025 - Sept 2025

- Conducted a systematic literature review on 86 peer-reviewed papers exploring Large Language Models (LLMs) in Human-Robot Interaction (HRI).
- Analyzed and systematically categorized the diverse LLM-driven impacts in HRI research.
- Developed a conceptual taxonomy to summarize emerging opportunities and key challenges for both newcomers and experienced researchers in the field.
- My contribution: Involved in topic selection, paper screening, manuscript writing, figure creation, and final submission of the CHI 26 paper.

Guanyun Lab, International Design Institute

Hangzhou, CHN

Research Intern Supervised by Prof. Guanyun Wang

Mar 2024 - June 2025

- Explored the application of foam materials in natural interaction and interactive interfaces.
- Proposed and developed lattice-structured fabrication methods to achieve uniform foam expansion and customizable stiffness.
- Validated the approach through 300+ experiments, enabling larger and customizable foam-based interactive products while significantly reducing individual fabrication costs.
- My contribution: Helped define the research direction, conducted experiments (e.g., pillow and game board applications), and contributed to manuscript writing. Project website \(\mathbb{L}\).

Student Research Training Program, Zhejiang University

Hangzhou, CHN

Participant Supervised by Prof. Ning Zou

Mar 2024 - Apr 2025

- Researching intelligent interaction design for children with developmental dyscalculia to create engaging, user-friendly educational tools.
- Developing interactive solutions that combine physical and digital elements to support mathematical learning and cognitive development.
- Validated the approach through usability testing with 10+ children and educators, achieving a 12% improvement in learning engagement scores.
- My contribution: Developed product prototypes, conducted user studies, and designed UI interactions.

Practical Experience

The 2024 Campus Asia Plus Summer Workshop, Yonsei University Participant

Seoul, KOR Aug 2024

- Collaborated with peers from Chiba University, Yonsei University, KMUTT and SK Telecom to design inclusive solutions for visually impaired individuals, promoting accessibility design in urban environments.
- Designed an ear-worn wearable device for the visually impaired, facilitating makeup application and enhancing self-confidence while reducing dependency on others.
- Engineered a customizable device that allows visually impaired users to create personalized makeup looks, contributing to self-expression and social engagement in various environments.

The 2024 Campus Asia Social Design Workshop, Zhejiang University Participant

Hangzhou, CHN July 2024

- Collaborated with peers from Chiba University, Yonsei University, KMUTT, and Alibaba Design to explore AI-assisted art therapy for enhancing mental health and facilitating emotional healing.
- Developed *Unconscious Mind and Memory* concept, enabling users to externalize ephemeral memories into tangible artifacts via an AI-assisted drawing app and support platform.
- Designed a holistic user experience that transforms abstract subconscious emotions into shareable visual narratives, promoting reflection, self-expression, and emotional well-being.
- Awarded Most Inspiring Design at the workshop; Project Report **\(\mathcal{L}\)**.

Zijin'Gang Gymnasium, The 2022 Asian Games

Audience Service Volunteer

Hangzhou, CHN Sept 2023 – Oct 2023

- Efficiently distributed event materials to spectators, enhancing their experience and ensuring a smooth event flow.
- Expertly guided audiences to their seats, managing crowd control and maintaining a safe, orderly environment during the Games.

Academic Papers

- Y. Wang, Y. Xu, A. Nikolova, Y. Wang, J. Wang, C. Wang, X. Tong. How Do We Research Human-Robot Interaction in the Age of Large Language Models? A Systematic Review. Under review for *CHI 26*.
- o G. Wang, H. Chen, Y. Wang, S. Li, Y. Tao, F. Qi, L. Cao, X. Jin, Y. Tao, J. Li. GyFoam: Fabricating Lattice Foam with Customizable Stiffness through Uniform Expansion. In The 38th Annual ACM Symposium on User Interface Software and Technology (*UIST 2025*). DOI: 10.1145/3746059.3747785 ☑.

Honors and Awards

First-Class Scholarship (Top 3% of applicants), Zhejiang University2023Second-Class Scholarship (Top 8% of applicants), Zhejiang University2024First Prize (Rank Top 1), Zhejiang University Industrial Design Competition2024Gold Medal (Rank Top 2), Zhejiang International College Students' Innovation Competition2024

Additional Honors: University Excellence Award, National Encouragement Scholarship, Zhejiang University Alumni Heartfelt Scholarship, Model of Academic Excellence, Model of Social Service, Model of Volunteer Service, Model of Innovation and Entrepreneurship, Five-Star Volunteer, Excellent Design Award (2024 Zhejiang University and NetEase Joint Course: Service Innovation Design), Most Inspiring Design (2024 Campus Asia Social Design Workshop), Third Prize (Energy Conservation and Emission Reduction Competition).

Skills and Certifications

Design Software: PS, AE, PR, AI, Rhino, Blender, Keyshot, Figma, Unity, Maya

Prototyping and Development: Arduino, ESP32, STM32

Programming and Data Analysis: C, C++, Python, HTML, CSS, SPSS, Tableau

Language: Mandarin (Native), English (Fluent)

Certifications: CET-4 641, CET-6 555, TOEFL 94 (R 26 / L 26 / S 22 / W 20)