Yufeng Wang

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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

- **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 Interest

I have an interdisciplinary background in design, computer science, and social sciences. My primary research interests lie at the intersection of Human-Computer Interaction (HCI), personal fabrication, and Human-Robot Interaction (HRI). I am particularly interested in developing interactive systems that bridge the gap between digital intelligence and physical experiences, and I aim to empower users to create adaptive, intelligent, and personalized solutions for real-world applications.

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.

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, investigating their use in tangible user interfaces and physical-digital interactions.
- 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 (e.g., achieving a 1000× reduction in personalized mattress production cost). Project website.

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.

Practical Experience

The 2024 Campus Asia Plus Summer Workshop, Yonsei University *Seoul, KOR*
Participant *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 *Hangzhou, CHN*
Participant *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.

Academic Papers

[1] **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 2026*.

My contribution: the first author; involved in topic selection, paper searching and screening, manuscript writing, figure creation, and final submission.

[2] 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.

My contribution: the third author; helped define the research direction, conducted experiments (e.g., pillow and game board applications), and contributed to manuscript writing.

Honors and Awards

First-Class Scholarship (Top 3% of applicants), Zhejiang University *2023*
Second-Class Scholarship (Top 8% of applicants), Zhejiang University *2024*
First Prize (Rank Top 1), Zhejiang University Industrial Design Competition *2024*
Gold Medal (Rank Top 2), Zhejiang International College Students' Innovation Competition *2024*

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)