

# Yihe Wang

(she/her)

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## Education

### University of California Santa Cruz

PhD in Computational Media

**Sept 2022 - present**

Santa Cruz, CA, US

- Focus on human-computer interaction with a particular interest in digital accessibility and neurodiversity

### University College London

MSc in Human-Computer Interaction

**Sept 2019 - Dec 2020**

London, UK

- Graduated with Distinction
- Experience with qualitative and quantitative user study

### Yuan Ze University

BS in Information Communication

**Sept 2015 - Jun 2019**

Taoyuan, Taiwan

- Class Rank: 1st/135
- Solid skills in game development, UI design and physical prototyping

## Skills

- Software: Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Unity
- Programming languages: C#, Java, HTML, CSS, JavaScript, Python
- UI/UX: Visual Design, Usability Testing, Contextual Inquiry, Wireframing, Rapid Prototyping, Storyboarding
- Hardware prototyping: Arduino, Processing, soldering, laser cutting

## Work Experience

### Research Assistant (Full-time)

HCI Lab, Duke Kunshan University

**Oct 2021-Jul 2022**

Suzhou, China

- Mentoring 3 students who have all since gone on to grad school in human-computer interaction
- Authored three research proposals, one of which received a lab grant worth over 100,000 RMB (\$14,326.85)
- Coordinated project, Twilight Rohingya, an interactive VR game for user empathy. The work received top 10% finalists in Unity Humanity 2022

### Media Designer (Full-time)

yU+co.[lab]

**Oct 2020 - Jul 2021**

Shanghai, China

- Designed a tangible user interface with NFC for the Natural History Museum, HK to enable children to learn interactively. Modified the installation measurements and improved accessibility for child users by 120+%.

## Research Experience

### Investigation on the engagement of autistic creators on TikTok

Independent Study

**Oct 2022 - present**

CA, United States

- Analyzing co-hashtag network based on autism-related data scraped from TikTok

### Digital Privacy Issues Among Families with Autism

Research Lead

**Oct 2021 - Feb 2022**

Suzhou, China

- Led interview questions design and qualitative data analysis
- Conducted 1-hour one-on-one interviews with 14 parents of children with autism over 5 weeks

### StarRescue: Collaborative Game for Children with Autism

Research Lead, UI Designer, Game Developer

**Jul 2021 - Sept 2021**

Remote

- Led brainstorming sessions with teammates from diverse backgrounds
- Completed the UI design and game co-development within 1 month
- Work published in CHI Play 2022 Work-In-Progress

