Yihe Wang

（she/her/hers）

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Education

University of California Santa Cruz   **Sept 2022 - Jun 2028 (expected)**
PhD in Computational Media   Santa Cruz, CA, US

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

University College London   **Dec 2020**
MSc in Human-Computer Interaction   London, UK

- Graduated with Distinction
- Hands-on experience with both qualitative and quantitative user study

Yuan Ze University   **Jun 2019**
BS in Information Communication   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)   **Oct 2021-Jul 2022**
HCI Lab, Duke Kunshan University   Suzhou, China

- Mentored two students who have all progressed to graduate schools in Human-Computer Interaction
- Authored three research proposals, one of which received a lab grant worth over 100,000 RMB ($14,326.85)
- Authored a proposal for Twilight Rohingya, an interactive VR game designed to enhance user empathy, which was selected as a top 10% finalist in the Unity Humanity 2022 competition

Media Designer (Full-time)   **Oct 2020 - Jul 2021**
yU+co.[lab]   Shanghai, China

- Responsible for UI design and worked closely with engineers to ensure proper implementation

Research Experience

Investigation on the engagement of autistic creators on TikTok   **Oct 2022 - present**
Independent Study   CA, United States

- Filtering and Scraping autism-related data from TikTok with Python
- Visualizing and analyzing co-hashtag network with Gephi

Digital Privacy Issues Among Families with Autism   **Oct 2021 - Feb 2022**
Research Lead   Suzhou, China

- Designed interview questions and led 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   **Jul 2021 - Sept 2021**
Research Lead, UI Designer, Game Developer   Remote

- Led brainstorming sessions with teammates from diverse backgrounds
- Independently design the game UI and collaborate to implement the game within 1 month
- Poster presentation at CHI Play 2022 Academic Conference