# **Xiaoying Yang**



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## Overview

**Summary**: With a multidisciplinary background in research and engineering, I specialize in designing and prototyping interactive systems and frameworks by bringing together software and electronics. I demonstrate and evaluate these systems through theoretical analysis, real-time end-to-end pipelines and user studies. I am passionate about enabling physical intelligence through practical solutions that connect technology to real-world applications. As a quick learner and creative maker, I thrive in collaborative environments and enjoy sharing knowledge to spark team growth and innovation.

**Domains**: Human Computer Interaction (HCI), Sensing, Internet-of-Things (IoT), Wearables, Robotics, Autonomous Cars

**Expertise**: Signal & Image Processing, Applied Machine Learning & AI, Interactive System Design, Rapid Prototyping, Dataset Engineering, Embedded Systems, Application Development, Technical Writing & Presentation

## **Education**

# University of California, Los Angeles (UCLA)

Ph.D. in Electrical and Computer Engineering

Advisor: Yang Zhang

Tongji University, Shanghai

Bachelor of Engineering in Electrical Engineering and Automation (Honors)

September 2021 - Present

September 2015 – July 2020

June 2021 - Present

## Professional Experience

# **UCLA**, Human-Centered Computing & Intelligent Sensing Lab

Research Assistant, Advisor: Yang Zhang

Topic: Designing Human-Object Interaction As Computational Fuel

Los Angeles, CA, USA

- · Ongoing research: wearable AI-powered human dynamics estimation for health assessment
- Led research on digitizing everyday hand-object interactions for interactive wearable, IoT, and AR systems
- Led research on mmWave backscatter for human activity sensing with spatiotemporal machine learning
- Results: 7 first-authored publications in top venues, Distinguished Master's Thesis Research Award

# **Keysight Technologies, Communication Solution Group**

AI/ML R&D Intern, Manager: Balaji Raghothaman Topic: mmWave Joint Communication and Sensing June 2024 - December 2024 Santa Rosa, CA, USA

- Implemented signal denoising and synthesis through target and channel feature disentanglement
- Designed signal processing pipelines, trained and deployed machine learning models for sensing applications
- Results: major contributor for three demos at conferences

# **Publications**

Xiaoying Yang, Qian Lu, Jeeeun Kim and Yang Zhang. 2025. LuxAct: Enhance Everyday Objects for Visual Sensing with Interaction-Powered Illumination. In Proceedings of the 38th Annual ACM Symposium on User Interface Software and Technology (Accepted, UIST'25) [To Appear]

Vivian Shen<sup>†</sup>, Xiaoying Yang<sup>†</sup>, Chris Harrison and Yang Zhang. 2025. Hapt-Aids: Self-Powered, On-Body Haptics for Activity Monitoring. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (†Equal Contribution, Conditionally Accepted, IMWUT'25) [To Appear]

Qian Lu, Xiaoying Yang, Xue Wang, Jacob Sayono, Yang Zhang, and Jeeeun Kim. 2025. LumosX: 3D Printed Anisotropic Light-Transfer. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI'25) [DOI]

Xiaoying Yang, Jacob Sanoyo, Jess Xu, Yang Zhang. 2024. Interaction-Power Stations: Turning Environments into Ubiquitous Power Stations for Charging Wearables. 2024 CHI Conference on Human Factors in Computing Systems (CHI '24, Late-Breaking Work) [DOI][VIDEO]

Xiaoying Yang, Xue Wang, Gaofeng Dong, Zihan Yan, Mani Srivastava, Eiji Hayashi, and Yang Zhang. 2023. Headar: Sensing Head Gestures for Confirmation Dialogs on Smartwatches with Wearable Millimeter-Wave Radar. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT'23) [DOI][VIDEO]

Xiaoying Yang, Jacob Sanoyo, Yang Zhang. 2023. CubeSense++: Smart Environment Sensing with Interaction-Powered Corner Reflector Mechanisms. In Proceedings of the 36th Annual ACM Symposium on User Interface Software and Technology (UIST '23) [DOI] [VIDEO]

Xiaoying Yang, Jacob Sayono, Jess Xu, Jiahao "Nick" Li, Josiah Hester, and Yang Zhang. 2022. MiniKers: Interaction-Powered Smart Environment Automation. In the Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT '22) [DOI]

Siyou Pei, Pradyumna Chari, Xue Wang, Xiaoying Yang, Achuta Kadambi, and Yang Zhang. 2022. ForceSight: Non-Contact Force Sensing with Laser Speckle Imaging. In Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22) [DOI] [VIDEO]

Xiaoying Yang, and Yang Zhang, CubeSense: Wireless, Battery-Free Interactivity through Low-Cost Corner Reflector Mechanisms. 2021 CHI Conference on Human Factors in Computing Systems (CHI '21, Late-Breaking Work) [DOI]

## Skills

Programming Languages Frameworks & Libraries Hardware Design & Prototyping Platforms & Systems Python, C/C++, C#, MATLAB, JavaScript PyTorch, TensorFlow, ONNX, Unity, OpenCV, OpenSim Eagle PCB, Fusion 360, Arduino, ESP32, nRF52, Raspberry Pi Linux, Android, iOS, Oculus Quest

## **Related Courses**

Advanced Neural Network and Deep Learning Large Scale Data Mining Large Scale Social and Complex Networks Engineering Interactive Systems Networked Embedded Systems Internet of Thing: Connectivity and Sensing Artificial Intelligence On Chip GAN, Diffusion Models, Transformers, LLM Classification, Clustering, Graphical Model Predictive Models, Recommendation Systems Machine Learning, Usability Study, AR/VR, Unity Hardware, Sensor Sampling and Processing Wireless Signal Concepts, Digital Signal Processing Dataflows, ML Accelerators

#### **Honors & Awards**

## Service

Subcommittee Chair Assistant	CHI	2025
Reviewer	UIST	2022-2025
Reviewer	CHI	2023-2025
Reviewer	IMWUT	2023-2024

#### Teaching Experience

ECE ENG100 Electrical and Electronic Circuits	Circuit Theory	UCLA, 2025
ECE 209AS Engineering Interactive Systems	Machine Learning, Unity	UCLA, 2022
Open-Source Hardware and Programming	Arduino, Raspberry Pi	Tongji, 2020