

Yichen (Emma) Wang

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Education

Cornell University • Ithaca, NY

Aug 2018 – Dec 2021

B.S Information Science

Awards

Dean's List (Fall 2019, Fall 2020, Spring 2021, Fall 2021)

Relevant Coursework

Human-AI Interaction Research • Human-Computer Interaction Design • Qualitative User Research and Design Methods • Designing Technology for Social Impact • Data-Driven Web Applications • Introduction to Machine Learning • Introduction to Data Science • Object-Oriented Programming and Data Structures • Introduction to Computing Using Python

Research Experience

Undergraduate Researcher • Cornell University

Aug 2021 – Dec 2021

Advisor: Houston Claure, PhD student | Robots in Groups Lab

- Worked on project related to understanding users' perceptions of fairness regarding AI work allocation in teams
- Coded a fairness rating scale to be used in a user study

CRA DREU Research Intern • Dartmouth College

Jun 2021 – Aug 2021

Advisor: Dr. Elizabeth Murnane | Empower Research Lab

- Worked on the development of AISpy, a speech agent capable of playing turn-taking, contextually aware games with kids to support conceptual learning and commonsense knowledge acquisition
- Used Python to develop functionality to query and process commonsense knowledge concepts and generate question-answer pairs using question-answer generation models

Undergraduate Researcher • Cornell University

Sep 2020 – Dec 2020

Advisor: Dr. Qian Yang | Designing-AI Lab

- Worked on project related to understanding users' boundaries of personalization and creepiness when interacting with natural language generation systems
- Conducted a literature review on privacy in HCI and creepiness, helped plan semi-structured interviews, helped write screening questions, and conducted pilot interviews

Presentations/Conferences

Grace Hopper Celebration • Virtual

Sep 2021

- Was a speaker at the Grace Hopper Poster Session where I got to share my DREU work

Teaching Experience

Undergraduate Teaching Assistant • Cornell CIS

Sep 2020 – Dec 2021

INFO 4240: Designing Technology for Social Impact (Fall 2021)

- Led 2 discussion sections of ~20 students where students learn how to analyze the values embodied in technology design and how to design technologies to promote positive social impact

Last updated: January 2022

- Graded and provided feedback design workbooks and mini-projects where students explore social implications of design, ideate new design possibilities, and weigh the possibilities and limits of different strategies for considering values in design

INFO 3450: Human-Computer Interaction Design (Spring 2021)

- Mentored 4 groups (~20 students) on group projects to help them apply the user-centered design process to a real world user problem
- Graded and provided feedback on user research, wireframes, and prototypes to help students understand user-centered design concepts and best practices for UI design
- Helped facilitate lecture and discussion section, and graded assignments

INFO 1300: Introductory Design and Programming for the Web (Fall 2020)

- Led lab section of ~60 students on the basics of HTML, CSS, jQuery and best practices for web design to help students practice coding and designing a website
- Held weekly office hours to help students debug code
- Graded and gave feedback on website design and code to help reinforce best design and coding practices

Volunteer Experience

Splash Teacher • Cornell Splash

May 2021

How to Design an App Without Code

- Planned and led a workshop on Figma for ~15 high school students

Extracurricular Activities

Creative Computing at Cornell • Women in Computing at Cornell • Society of Asian Scientists and Engineers

Skills

Programming

HTML • CSS • JavaScript • d3.js • Python • Java • PHP • SQL

UX Skills

Qualitative Research • UX Design

Applications

Figma • Fusion 360 • Arduino • Adobe XD • Balsamiq • Microsoft Office

Hardware

Laser Cutting • 3D Printing