# Yishu Ji

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**Research Interest:** My research interest broadly lies in "cognitive" and "visual" aspect of Human-Computer Interaction. I'm interested in understanding how people perceive or behave when using technologies, especially those with visual display, and subsequently develop innovative tools or generate computational models to facilitate the interaction process.

## Education

**Tsinghua University**                                                                                   **Aug 2019 – July 2024**
  *B.Eng. in Industrial Engineering*                                                                     *GPA: 3.83/4.0*
  *Minor in Psychology*

**Cornell University**                                                                                    **Jan 2023 – May 2023**
  *Undergraduate Exchange Program in Information Science*                                                  *GPA: 4.11/4.3*

## Publications

Zhipeng Li, **Yishu Ji**, Ruijia Chen, Tianqi Liu, Yuntao Wang, Yuanchun Shi, Yukang Yan. **"Modelling Effects of Visual Attention on Noticeability of Body-Avatar Offsets in Virtual Reality"**. [In submission to: *The 2024 CHI Conference on Human Factors in Computing Systems*]

## Research Experience

**Cornell CIS Artifact Lab**                                                                               **Aug 2023 – Present**
Research Assistant, advised by *Prof.Jeff Rzeszotarski*
○ Built up novel tools with LLMs that could perform automatic data analysis and visualization.
○ Designed and implemented user studies to examine the assistive performance of LLMs on data exploration.
○ Constructed behavioral models for data exploration processes, and developed design prototypes.

**Tsinghua Pervasive Human Computer Interaction Lab**                                                      **July 2022 – Sep 2023**
Research Assistant, advised by *Dr.Yukang Yan* and *Prof.Yuanchun Shi*
○ Developed a computational model of user's perception of inconsistency in User-Avatar movement in VR.
○ Designed a user study and developed a **Unity 3D**-based study platform to conduct the experiment.
○ Performed statistic analysis of the experimental data to yield insights.

## Course Projects

**"HCI Theory and Technology" Course – Final Project**
○ Developed an Android gallery APP to help users better manage photos in their phones.
○ Classified and organized photos into specific albums according to the context information.

**"INFO4400 Qualitative User Research and Design Methods" Course – Final Project**
○ Conducted a meta-research to help junior UX designers foster empathy with their users.
○ The project won the "Most Thoughtful Research Project Award".

**"Applied Statistics and Data Analysis – Final Project**
○ Performed data analysis and visualization to uncover important factors for popularity of TikTok music tracks.
○ The poster won the "The Best Poster Award".

## Awards

**Tsinghua University "December 9th" Scholarship (50/3500)**                                               **Oct 2021**
○ The highest scholarship for Tsinghua sophomores.

**Tsinghua University The Comprehensive Excellence Award (10/60)**            **Oct 2023, 2022, 2021, 2020**

## Skills

○ Programming language (C, Python etc.) and Database system (SQL)
○ Qualitative (interview, co-design etc.) and quantitative research methods
○ Applied statistics and data analysis (SPSS, R)

## Community Invlovement

**Student Union of IE Department – Minister of Diplomacy**                                                 **Dec 2021 – Dec 2022**