### Yuwen Lu

# PhD Student (Second Year), University of Notre Dame ylu23@nd.edu | yuwen.io | Twitter @yuwen\_lu\_

#### RESEARCH INTERESTS

Human-Computer Interaction (HCI), Human-AI Collaboration, User Experience (UX), Design, End-User Empowerment

### **EDUCATION**

### **University of Notre Dame**

Notre Dame, IN

Ph.D. student (2nd year), Computer Science and Engineering

Aug 2021 - May 2026 (expected)

Research focus: Designing and building multi-modal AI-infused systems to support UX design

Advisor: Dr. Toby Jia-Jun Li

### **Carnegie Mellon University**

Pittsburgh, PA

Master's, Human-Computer Interaction (MHCI)

Aug 2020 - Aug 2021

Human-Computer Interaction Institute, School of Computer Science

 $\textit{Capstone:} \ \textit{Redesign of ApplyGrad}, the \ \textit{graduate application portal for the School of Computer Science} \ (\underline{\textit{website}})$ 

Advisors: Dr. Geoff Kaufman, Dr. Nikolas Martelaro, Dr. Motahhare Eslami

### **Dalian University of Technology**

Dalian, China

B.Eng in Software Engineering

Sep. 2016 - June 2020

Study abroad: University of California, Irvine (advisors: Dr. Gloria Mark, Dr. Alex Williams), Technical Unviersity of Munich (advisors: Dr. Juan Haladjian, Dr. Bernd Brügge)

### RESEARCH EXPERIENCE

### **Building AI-Enabled Design Support Tools for UX Practitioners with LLMs**

Aug 2021 - Present

Lead Researcher, team of 5

Notre Dame, IN

- Investigating the human-AI co-creation with generative models in the context of user experience (UX) design
- Testing out an approach of using Chain of Thought on large language models (LLMs) for conditional UI layout generation
- Developing a Transformer-based, explainable UI layout generation model with the RICO UI dataset using Python
- Conducted 8 one-hour interviews with UX practitioners to identify their needs with AI-enabled design support tools
- Published a CHI Late-Breaking Work paper, presented at CHI 2022 (paper [3])
- Co-organized a CHI 2022 workshop with around 50 participants on computational methods for user interfaces (paper [4])
- Presented this work as a guest speaker to the Material Design group at Google virtually in August 2022

### **Bridging AI Inequality in Digitally-Mediated Gig Work**

Aug 2021 – Present

Lead Researcher, team of 5

Notre Dame, IN

- Leading a team of 3 students to develop an app, CREPE, that enables data collection from research participants' screens
- Working with community partners, e.g. Chicago Gig Alliance, to understand gig workers' unique challenges and needs
- Analyzing a Chicago rideshare dataset (275M trips) with Python to understand the landscape of digitally-mediated gig work
- Planning to build AI-Enabled intelligent assistants that are owned and programmed by gig workers to support their work

### End-User Empowerment Against Design Dark Patterns Through Malleable Interfaces

May 2022 – Present

Lead Researcher, team of 5

Notre Dame, IN

- Designed a technology probe that supports end users in changing design dark patterns on website interfaces with Figma
- Implemented the probe in the form of a browser extension using Vue.js, Tailwind CSS, and Google Firebase
- Organized 5 in-person co-design workshops to understand users' needs and expectations for dark pattern intervention
- Conducted a 2-week probe deployment study with 15 users to understand real-life, in-situ reaction to our approach
- Paper submitted to CSCW 2023 (paper [1])

### **PUBLICATIONS**

## [1] From Design Transparency to Malleable Interfaces: Exploring End-User Personalization for Website Design Dark Patterns

**Yuwen Lu\***, Chao Zhang\*, Yuewen Yang, Yaxing Yao, Toby Jia-Jun Li (\* equal contribution) Submitted to CSCW 23

### [2] A Bottom-Up End-User Intelligent Assistant Approach to Empower Gig Workers against AI Inequality

Toby Jia-Jun Li, **Yuwen Lu**, Jaylexia Clark, Meng Chen, Victor Cox, Meng Jiang, Yang Yang, Tamara Kay, Danielle Wood, Jay Brockman

The Symposium on Human-Computer Interaction for Work (CHIWORK 22)

### [3] Bridging the Gap Between UX Practitioners' Work Practices and AI-Enabled Design Support Tools

Yuwen Lu, Chengzhi Zhang, Iris Zhang, and Toby Jia-Jun Li

Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22)

### [4] Computational Approaches for Understanding, Generating, and Adapting User Interfaces

Yue Jiang\*, **Yuwen Lu\***, Jeffrey Nichols, Wolfgang Stuerzlinger, Chun Yu, Christof Lutteroth, Yang Li, Ranjitha Kumar, Toby Jia-Jun Li (\* equal contribution)

Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems (CHI EA '22)

### [5] Characterizing Work-Life for Information Work on Mars: A Design Fiction for the New Future of Work on Earth

Rhema Linder, Chase Hunter, Jacob McLemore, Senjuti Dutta, Fatema Akbar, Ted Grover, Thomas Breideband, Judith W Borghouts, **Yuwen Lu**, Gloria Mark, Austin Z Henley, Alex C Williams

Proceedings of the ACM on Human-Computer Interaction 6 (GROUP) 2022

# [6] The Social Amplification and Attenuation of COVID-19 Risk Perception Shaping Mask Wearing Behavior: A Longitudinal Twitter Analysis

Suellen Hopfer, Emilia J Fields, **Yuwen Lu**, Ganesh Ramakrishnan, Ted Grover, Quishi Bai, Yicong Huang, Chen Li, Gloria Mark

PloS ONE, 2021

### **AWARDS & HONORS**

Lucy Scholars Fellowship, Lucy Family Insititute for Data & Society, University of Notre Dame	2022-2024
Graduate School Professional Development Awards (GSPDA), University of Notre Dame	2022
Conference Presentation Grant, <i>University of Notre Dame</i>	2022
Academic Excellence Scholarship & Tech Innovation Scholarship, Dalian University of Technology	2017
National Scholarship (top merit-based scholarship for undergraduate students in China)	2017

### COMMUNITY LEADERSHIP & SERVICE

**Graduate Student Mentor** Sprint 2022 Graduate Guidance Mentorship Program, for undergraduate students interested in academic research Notre Dame, IN **Conference Reviewer** Jan 2022 CSCW 2022, CHI 2023

### **Workshop Organizer & Reviewer**

Feb 2022

Computational Approaches for Understanding, Generating, and Adapting User Interfaces at CHI 2022

New Orleans, LA

### **Student Volunteer**

UIST 2021, IUI 2022

### **TEACHING EXPERIENCE**

**Guest Lecture** Fall 2021, Fall 2023 Figma Tutorial for CSE 40424 - Human Computer Interaction University of Notre Dame **Teaching Assistant** Spring 2022 CSE 44424 Human Computer Interaction, CSE 40655 Technical Concepts of Visual Effects University of Notre Dame **Teaching Assistant** Fall 2021 CSE 30331/CSE 34331 Data Structures University of Notre Dame