





Yuwen Lu

Prototyping interactive AI systems.
Bridging AI capabilities with real user needs.
Crafting tomorrow’s human-AI interfaces.

Contact

-  ylu23@nd.edu
-  +1 (949) 527-8284
-  yuwen.io
-  [Google Scholar](#)

Education

2021 - Current
Ph.D. Computer Science & Engineering
University of Notre Dame
Advisor: [Toby Jia-Jun Li](#)

2020 - 2021
Master, Human-Computer Interaction
Carnegie Mellon University

2016 - 2020
B.Eng, Software Engineering
Dalian University of Technology

Highlights

2024
Best Paper, CSCW Conference
Top academic conference in Human
Computer Interaction
Top 1% of accepted papers

2024
Notre Dame-IBM Tech Ethics Hackathon
3rd Place

2022 - 2024
Lucy Scholars Fellowship
Lucy Institute of Data and Society

2022 - 2024
CHI Workshops on Computational UI
Led organizing 3 successful workshops on
computational approaches for
understanding generating, and adapting
user interfaces

Experience

May 2025 - Sept 2025 San Francisco, CA

Midjourney

Visiting Researcher

Building a research prototype on journaling and personal storytelling using
latest AI capabilities

May 2024 - Sept 2024

Seattle, WA

Apple, AIML Research

Research Intern, UI Understanding Group

- Led project **Misty**: AI-powered UI prototyping through interactive
conceptual blending, using multimodal AI to support rapid UI prototyping
- Paper accepted at [CHI 2025](#) with potential product applications

July 2023 - Dec 2023

Cambridge, MA

Google, Material Design

Student Researcher

- Prototyped novel algorithms for design guideline violation check with AI
models, focusing on Material Design guideline adoption at Google
- Published case study on AI adoption in UI linting (CHI 2024) with ongoing
internal adoption

Projects

May 2024 - Sept 2024 Work done during internship at Apple

Misty ([Demo Video](#))

Lead Researcher

- Designed and developed a infinite-canvas web app to prototype user
interface code based on inspirational screenshots using Next.js, GPT-4o
- Explored AI interaction techniques, e.g. drag-and-drop, alternative to chat
- Paper accepted and presented at [CHI 2025](#) with potential product impact

Jan 2024 - Apr 2024

Research collaboration with [Mobbin](#)

Flowy

Lead Researcher, Team of 6

- Led a team of 6 to investigate novel uses of AI in UI/UX workflows
- Central question: designers design faster with AI; but how to help them
make better design decisions?
- Designed and implemented an AI-enabled annotation pipeline to highlight
good design patterns
- Implemented a retrieval-augmented generation (RAG) pipeline with high-
quality design pattern analysis books and articles

May 2023 - Sept 2023

Dark Pita, a browser extension

Lead Researcher, Team of 4

- Developed browser extension enabling users to understand and customize
to avoid manipulative website designs (i.e. “dark patterns”)
- Built using Vue.js, Tailwind CSS, and Firebase, [code open sourced](#)
- Alpha tested for 2 weeks for a diary study to understand user needs
- Won **Best Paper Award** at CSCW 2024 (top 1% of accepted papers)