Yuwen Lu

Prototyping interactive AI systems.
Taking AI capabilities to where users are.
Crafting tomorrow's human-AI interfaces.

Contact

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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, Storytelling Lab
Building an iOS APP **Seepin** that turns personal daily journals into visual
stories, to help with reflections (in Alpha testing)

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)