





Yuwen Lu

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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 **Seep** that turns personal daily journals into visual stories, to support reflections and wellbeing (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 featured on [Apple ML Research](#) and 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
- 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)