Yuwen Lu

Investigating novel interactions and use cases for state-of-the-art AI models. Research through designing and developing prototypes that adopt latest AI capabilities for practical use cases.

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

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

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)