

EDUCATION

- Aug. 2017 – Aug. 2022 **Ph.D. Candidate in Computer Science (HCI)**, Department of Computer Science and Engineering
University of Minnesota, Minneapolis, MN
- Aug. 2017 - May 2020 **M.Sc. in Computer Science**, Department of Computer Science and Engineering
University of Minnesota, Minneapolis, MN
- Sept. 2014 – Aug. 2015 **Master of Human Computer Interaction + Design**
University of Washington, Seattle, WA
- Sept. 2010 – May 2014 **B.A. in Computer Science, Mathematics and Physics**
St. Olaf College, Northfield, MN

PROFESSIONAL EXPERIENCE

- Aug. 2017 – Aug. 2022 **Graduate Research Assistant**, GroupLens Lab, University of Minnesota, Minneapolis, MN
Utilize both qualitative (e.g., *interview*, *participatory design*) and quantitative (e.g., *survey*, *experiment*, *log analysis*) to understand how people use current technologies and opportunities for technologies to better support their activities; Design, develop and evaluate new technologies; Communicate study findings in both written reports and oral presentations.
- Sept. 2021 – May 2022 **Visiting Instructor**, MSCS Department, Macalester College, St. Paul, MN
Design and teach introductory level computer science courses; Conduct research in Human-Computer Interaction and Computer Supported Cooperative Work and mentor students in undergraduate research.
- June 2021 – Aug. 2021 **Research Intern**, EPIC Research Group, Microsoft Research, Redmond, WA
Collaborate with other researchers on developing new technology and interaction techniques to improve people's workflow and technology use.
- Nov. 2016 – Jul. 2017 **User Experience Specialist III**, LexisNexis, Shanghai, China
Lead designer for cross-platform legal products from user research, ideation, design, prototype, testing to release; Collaborated closely with product and engineering teams from different locations throughout the product cycle and facilitated the communications between teams.
- Jul. 2016 – Sept. 2016 **Freelance Web Designer & Developer**, Seattle, WA
Collaborated with visual designer to redesign clients' websites experiences, with a focus on information architecture and UX design; Implemented the website re-design, complete the websites setup and maintain the websites; Conducted *usability testing* on the design.
- Sept. 2015 – June 2016 **Interaction Designer**, IA Collaborative, Chicago, IL
Collaborated with design researchers and visual designers to create omni-channel solutions and designed user experiences based on user needs and business requirements; Helped interaction design team utilize new prototyping tools by creating tutorials and teaching the team development knowledge.
- May 2013 – May 2014 **Undergraduate Research Assistant**, MSCS Department, St. Olaf College, Northfield, MN
Implemented bundle adjustment algorithm for error minimization in 3D reconstruction process; Conducted series of interviews, heuristic evaluations on web apps developed for professors and students on campus and implemented the design changes based on evaluation results.

PUBLICATIONS

Refereed Journal Articles

- [J.1] **Yuan, Y.**, Thompson, S., Watson, K., Chase, A., Senthilkumar, A., Brush, A.J.B. Yarosh, S., 2019. "Speech interface reformulations and voice assistant personification preferences of children and parents." *International Journal of Child-Computer Interaction*. <https://doi.org/10.1016/j.ijcci.2019.04.005>.

Refereed Conference Full Papers

- [C.8] **Yuan, Y.**, Riche, N., Marquardt, N., Nicholas, M. J., Seyed, T., Romat, H., Lee, B., Pahud, M., Goldstein, J., Vishkaie, R., Holz, C., and Hinckley, K. 2022. "Understanding Multi-Device Usage Patterns: Physical Device Configurations and Fragmented Workflows." In *Proceeding of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22)*. ACM. <https://doi.org/10.1145/3491102.3517702>.
- [C.7] Jones, J., **Yuan, Y.**, and Yarosh, S. 2022. "Be Consistent, Work the Program, Be Present Every Day: Exploring Technologies for Self-Tracking in Early Recovery". *Proc. ACM Interact. Mob. Wearable Ubiquitous Technol.* 5, 4, Article 164 (Dec 2021), <https://doi.org/10.1145/3494955>.
- [C.6] **Yuan, Y.**, Cao, J., Wang, R., and Yarosh, S. "Tabletop Games in the Age of Remote Collaboration: Design Opportunities for a Socially Connected Game Experience." In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. ACM, 436:1–436:14, <https://doi.org/10.1145/3411764.3445512>. **Honorable Mention Award**
- [C.5] Yu, B., **Yuan, Y.**, Terveen, L., Wu, Z., Forlizzi, J., and Zhu, H. 2020. "Keeping Designers in the Loop: Communicating Inherent Algorithmic Trade-offs Across Multiple Objectives". In *Proceedings of the 2020 ACM Designing Interactive Systems Conference (DIS '20)*. ACM, 1245–1257. <https://doi.org/10.1145/3357236.3395528>.
- [C.4] Kawas, S., **Yuan, Y.**, DeWitt, A., Jin, Q., Kirchner, S., Bilger, A., Grantham, E., Kientz, J.A., Tartaro, A., & Yarosh, S. 2020. "Another decade of IDC research: examining and reflecting on values and ethics". In *Proceedings of the Interaction Design and Children Conference (IDC '20)*. ACM, 205–215. <https://doi.org/10.1145/3392063.3394436>.
- [C.3] McRoberts, S., **Yuan, Y.**, Watson, K., & Yarosh, S. "Behind the Scenes: Design, Collaboration, and Video Creation with Youth." In *Proceedings of the 18th ACM Conference on Interaction Design and Children (IDC '19)*. ACM, 173-184, <https://doi.org/10.1145/3311927.3323134>.
- [C.2] **Yuan, Y.**, and Yarosh, S. 2019. "Beyond Tutoring: Opportunities for Intergenerational Mentorship at a Community Level." In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. ACM, 449:1–449:14, <https://doi.org/10.1145/3290605.3300679>. **Honorable Mention Award**
- [C.1] Yarosh, S., Thompson, S., Watson, K., Chase, A., Senthilkumar, A., **Yuan, Y.**, Brush, A.J.B. 2018. "Children Asking Questions: Speech Interface Reformulations and Personification Preferences." In *Proceedings of the 17th ACM Conference on Interaction Design and Children (IDC '18)*. ACM, 300-312, <https://doi.org/10.1145/3202185.3202207>. **Best Paper Award**

Non-Refereed Papers & Posters

- [P.2] Jin, Q., Liu, Y., **Yuan, Y.**, Yarosh, S., & Suma Rosenberg, E. 2020. "VWorld: an Immersive VR System for Learning Programming." In *Proceedings of the Interaction Design and Children (IDC '20)*. ACM. <https://doi.org/10.1145/3397617.3397843>.

- [P.1] Butzer, M., Levonian, Z., Luo, Y., Watson, K., **Yuan, Y.**, Smith, C. E., & Yarosh, S. 2020. "Grandtotem: Supporting International and Intergenerational Relationships." In *Conference Companion Publication of the 2020 on Computer Supported Cooperative Work and Social Computing (CSCW '20)*. ACM, 227–231. <https://doi.org/10.1145/3406865.3418307>

PROFESSIONAL SKILLS

Programming Languages

C/C++, C#, HTML&CSS, Java, JavaScript, Matlab, Python, R, SQL

Platforms and Tools

Research & Analysis Jupyter notebook, MySQL, Pandas, Qualtrics, RStudio, SPSS, Excel, Tableau, Genism
 Design Adobe Creative Suite (Photoshop, Illustrator, Premiere, etc.), Axure, Figma, Framer, Sketch
 Prototyping Android Studio, Arduino, D3.js, Processing / p5.js, React, Unity

Research & Design

User Research A/B Testing, Benchmarking, Contextual Inquiry, Experiment Design, Focus Group, Interview, Observation, Participatory Design, Survey, Usability Testing
 Design Prototyping (Low-High Fidelity), Persona, Storyboarding, Wireframing

TEACHING EXPERIENCE

Spring, 2021 **Graduate Instructor**, Department of Computer Science and Engineering, University of Minnesota
 Introduction to Computing and Programming Concepts

Spring, 2018 **Teaching Assistant**, Department of Computer Science and Engineering, University of Minnesota
 Algorithm & Data Structure

2012 - 2013 **Teaching Assistant**, MSCS Department and Physics Department, St. Olaf College
 Principles of Physics I Lab, Principles of Physics II Lab, Theory of Computation

2012 - 2013 **Academic Assistant**, Academic Support Center, St. Olaf College
 Physics and Mathematics

PROFESSIONAL & COMMUNITY SERVICE

2018 - Current **Reviewer for ACM CHI, CSCW, IDC, IMWUT Conferences**
 Have reviewed over 15 paper submissions and 8 extended abstract submissions

2021 - Current **Reviewer for International Journal of Child-Computer Interaction**
 Have reviewed 2 paper submission

2021 **Reviewer for Human Behavior and Emerging Technologies**
 Have reviewed 1 paper submission

2015, 2020, 2022 **Student Volunteer**
 ACM CHI 2015, IDC 2020, MobileHCI 2022

Nov. 2017 – May 2018 **Graduate Mentor**
 WISE Undergraduate-Graduate Mentor Program, University of Minnesota