Zeya Peng

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EDUCATION

Zhejiang University **Hangzhou, China**
B.S. in Psychology Sept. 2013 - Jun. 2018 (Expected)

- GPA: 3.65/4.00 (Major), 3.63/4.00 (Overall)
- Relevant Coursework: Probability and Statistics (95), Experiments in Engineering Psychology (95), Computer Graphics (91), Computer Game Programming (90), Cognitive Ergonomics, Psychometrics, Cognitive Psychology, Fundamentals of Data Structures, Database Systems, Image Analysis and Artistic Processing, Computer Vision, Computer Animation, Fundamentals of Modeling, Digital Audio and Video Processing

University of California, Davis **Davis, CA**
Summer Session August 2014

- GPA: 3.65/4.00
- Coursework: General Psychology, Beginning Drawing,

PUBLICATIONS

- Chen, Z., Ma, X., Peng, Z., Zhou, Y., Yao, M., Ma, Z., . . . Gao, Z. (2017). User-Defined Gestures for Gestural Interaction: Extending from Hands to Other Body Parts. *International Journal of Human-Computer Interaction,* 7, 1-13.
- Fang, T., Li, H., Ma, Z., Peng, Z., Xie, Y., . . . Shen, M. (2017). The Influence of Pictorial Realism on the Comprehension of Safety Briefing Card. *Chinese Journal of Applied Psychology,* 23(4), 318-326.
- Xiao, Z., Wauck, H., Peng, Z., Ren, H., Zhang, L., Zuo, S., Yao, Y., Fu, W. (2018) Cubicle: An Adaptive Educational Gaming Platform for Training Spatial Visualization Skills. *ACM Intelligent User Interfaces (IUI) '18,* Accepted.

EXPERIENCE & PROJECTS

Visuospatial Training Game **Urbana, IL**
Research Assistant, Cascade Lab, Department of Computer Science, UIUC Jul. 2017 - Sept. 2017

- Wireframed and implemented 3D educational games based on paper-based exercises of Engineering Graphics to train engineering students on visuospatial skills
- Designed user surveys to conduct a testing session on usability and effectiveness of the game series

Inverse World - AR Game **Hangzhou, China**
Art Designer Apr. 2017 - Jul. 2017

- Co-designed the story-driven AR game, Inverse World, in which players explore the game subject's memories through dialogues to help fulfill her wishes
- Completed character setting, designed interlude stop-motion animation, created user interfaces, and implemented interactions and graphical effects

Time Wave - Independent game produced at Global Game Jam **Shanghai, China**
Art Designer Feb. 2017

- Designed a puzzle game where players escape from prison and seek defensive evidence for trial with a power of time rewind; game was featured on the organizer's official media site
- Created character and scene setting, designed 2D assets, storyboarded prologue animation and built GUI elements

Eye-tracking research on Category Learning **Hangzhou, China**
Student Researcher, Department of Psychology, Zhejiang University Nov. 2016 - Jun. 2017

- Designed an experiment to investigate individuals' strategy when trained to learn categories and to examine the influence of working memory on strategic decision making
- Developed a MATLAB eye-tracking program to conduct the experiment
- Analyzed the eye-tracking data and concluded that a human's working memory capacity is crucial for faster category learning, which is usually by rule, rather than by repetitive training

Examining Design of Flight Safety Cards — Human Factors course project **Hangzhou, China**
Student Researcher, Advisor: Zaifeng Gao Mar. 2016 - Jun. 2016

- Conducted a literature review and designed a behavioral experiment to examine the influence of pictorial realism on the comprehension of safety briefing cards
- Produced an illustration version of the briefing cards which were used as materials during the experiment and concluded that a version combining both illustrations and photography best facilitates comprehension

Re-designing Gesture Set for Full-body User Interface **Hangzhou, China**
Research Assistant, Natural Interaction Lab, Zhejiang University Jul. 2015 - Dec. 2015

- Designed and conducted an experiment where participants intuitively generated gestures (*i.e.* by user-defined method) and evaluated those gestures by popularity, subjective ratings and physiological risk
- Proposed a gesture set for whole-body human-computer interface similar to Kinect, based on the research findings

SKILLS

Technical: C/C++, Unity3D with C#, SQL, Maya, Photoshop, Clip Studio Paint
Research: MATLAB & Psychtoolbox, SPSS
Language: English (Proficient: TOEFL iBT 108), Chinese (Native)