

Yihe Wang

(she/her/hers)

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Education

University of California Santa Cruz

PhD in Computational Media

Sept 2022 - Jun 2028 (expected)

Santa Cruz, CA, US

- Focus on human-computer interaction with a particular interest in digital accessibility and neurodiversity

University College London

MSc in Human-Computer Interaction

Sept 2019 - Dec 2020

London, UK

- **Graduated with Distinction**
- Achieved distinction in modules: Physical Computing & Prototyping, Affective Interaction, Human Factor for Digital Health, Interaction Design

Yuan Ze University

BS in Information Communication

Sept 2015 - Jun 2019

Taiwan (ROC)

- **GPA: 3.85/4.0**
- Modules include: Computer Programming, Exhibition Display Technology, Wearable Technology, Web Game Programming, Mixed Reality, Introduction to Artificial Intelligence, etc.

Publication & Conference

Huang, Y.*, Wang, Y.*, Xiao, T., Bei, R., Zhao, Y., Lu, Z., and Tong, X. (2022). StarRescue: Transforming A Pong Game to Visually Convey the Concept of Turn-taking to Children with Autism. *In Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '22)*. Association for Computing Machinery, New York, NY, USA, 246–252. <https://doi.org/10.1145/3505270.3558320>

Wang, Y., & Evans, C. (2021). Are Captions in Video Tutorials a Bad Idea?. *Proceedings of The 4th International Conference on Research in Education. Diamond Scientific Publishing*. <https://discovery.ucl.ac.uk/id/eprint/10134849>

Wang, Y., *Fang, W. (2018, August 19-21). Reversible Visible Watermarking for Triangle Mesh Based Model [Paper presentation]. *The 31st IPPR Conference on Computer Vision, Graphics, and Image Processing*, Tainan, Taiwan.

Research Experience

HCI Studies Related to Children with Autism - Duke Kunshan University

HCI Researcher Assistant; Mentor: Dr. Xin Tong

Oct 2021 - Presnet

Kunshan, China

- Investigated AI agent for parent training
- Conducted an interview study on privacy issues of children with autism; the work is submitted for publication

Pain Management Optimisation - ICU UCL Hospital

UX Researcher (Project); Advisor: Dr. Ann Blandford

Jan 2020 - Apr 2020

London, UK

- Conducted ICU field study (observational study and user interview)
- Analyzed user enablers and barriers based on COM-B behavior change model
- Designed a system with data visualization to promote self-motivated healthy behaviors

Webcam Display Investigation - Yuan Ze University & Logitech

Undergraduate Research Assistant (Part-time); Advisor: Dr. Wen-Pinn Fang

Sept 2018 - Mar 2019

Taiwan (ROC)

- Reviewed literature and discussed screen color consistency method based on color calibration with Spyder X
- Visualized CIE color space diagram with Java, and presented color errors analysis to Logitech technicians

Project Experience

Development of Art Installation "Inverted Tinge"

Development Assistant

Dec 2018 - Jun 2019

Taiwan (ROC)

- Responsible for physical computing and prototyping
- Developed CMY Color Mixing Algorithm based on color correction theories

Adobe Design Achievement Award Entry "Whale Fall"

Team Leader

Mar 2018 - Jun 2018

Taiwan (ROC)

- Led the team to create a kinetic sculpture on the theme of “whale fall” to convey the pulse of nature
- Supervised and directed the overall visuals, material purchase, use and assembly, leading the team to complete the project within 2 months

Development of Mixed Reality Games

Developer & Designer

Mar 2018 - Jun 2018

Taiwan (ROC)

- Designed and developed three games using Vuforia-Unity, including a ball game for AR, 3D Brush (a low-cost alternative to Tilt Brush), and Scare the Birds (a sound interactive augmented reality game)

Work Experience

Research Assistant (Full-time)

HCI Lab, Duke Kunshan University

Oct 2021-Jul 2022

Suzhou, China

- Conducted research on games and assistive applications that can enhance the well-being of autism population
- Mentored two students who have all progressed to graduate schools in Human-Computer Interaction
- Authored three research proposals, one of which received a lab grant worth over 100,000 RMB (\$14,326.85)
- Coordinated an interactive VR project designed to enhance user empathy, which was selected as a top 10% finalist in the Unity Humanity 2022 competition

Media Designer (Full-time)

yU+co.[lab]

Oct 2020 - Jul 2021

Shanghai, China

- Created wireframes and high-fidelity mockups for a central control panel aimed at improving the communication between museum educators
- Worked closely with engineers to ensure proper implementation

Designer (Freelance)

People's Bank of China

Jul 2017

Wenzhou, China

- Designed and published a brochure layout on the topic of anti-money laundering

Scholarships, Honours & Awards

Golden Medal for Outstanding Academic Achievement

(Top 1/135 graduates in the department), awarded by Yuan Ze University

Jun 2019**Adobe Design Achievement Awards 2018**

(Fine Art: Video Clip, Semifinal)

Jun 2018**Silver Medal for Outstanding Academic Achievement**

(Top 1/60 in the class), awarded by Yuan Ze University

2017-2018 Academic Year**Silver Medal for Outstanding Academic Achievement**

(Top 1/60 in the class), awarded by Yuan Ze University

2016-2017 Academic Year**First-Class You Xiang Scholarship**

(Top 1/60 in the class), awarded by Yuan Ze University

Dec 2017**Second-Class You Xiang Scholarship**

(Top 2/60 in the class), awarded by Yuan Ze University

Dec 2016**Skills**

- Language: English (Fluent), Mandarin (Native)
- Software: Proficient in Adobe XD, JASP, Unity, Vuforia-Unity, InVision, Miro, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, familiar with Eclipse, Visual Studio, Brackets
- Programming languages: Proficient in C#, Java, familiar with HTML, CSS, Python
- Hardware prototyping: Arduino, Processing, soldering, laser cutting