Yihe Wang

（she/her）

+1 (831) 201-8460 | ywan1125@ucsc.edu | wongyihe.github.io | Santa Cruz, California, US

Education

University of California Santa Cruz   **Sept 2022 - present**
PhD in Computational Media   Santa Cruz, CA, US

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

University College London   **Sept 2019 - Dec 2020**
MSc in Human-Computer Interaction   London, UK

- Graduated with Distinction
- Experience with qualitative and quantitative user study

Yuan Ze University   **Sept 2015 - Jun 2019**
BS in Information Communication   Taoyuan, Taiwan

- Class Rank: 1st/135
- Solid skills in game development, UI design and physical prototyping

Skills

- Software: Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Unity
- Programming languages: C#, Java, HTML, CSS, JavaScript, Python
- UI/UX: Visual Design, Usability Testing, Contextual Inquiry, Wireframing, Rapid Prototyping, Storyboarding
- Hardware prototyping: Arduino, Processing, soldering, laser cutting

Work Experience

Research Assistant (Full-time)   **Oct 2021-Jul 2022**
HCI Lab, Duke Kunshan University   Suzhou, China

- Mentoring 3 students who have all since gone on to grad school in human-computer interaction
- Authored three research proposals, one of which received a lab grant worth over 100,000 RMB ($14,326.85)
- Coordinated project, Twilight Rohingya, an interactive VR game for user empathy. The work received top 10% finalists in Unity Humanity 2022

Media Designer (Full-time)   **Oct 2020 - Jul 2021**
yU+co.[lab]   Shanghai, China

- Designed a tangible user interface with NFC for the Natural History Museum, HK to enable children to learn interactively. Modified the installation measurements and improved accessibility for child users by 120+%.

Research Experience

Investigation on the engagement of autistic creators on TikTok   **Oct 2022 - present**
Independent Study   CA, United States

- Analyzing co-hashtag network based on autism-related data scraped from TikTok

Digital Privacy Issues Among Families with Autism   **Oct 2021 - Feb 2022**
Research Lead   Suzhou, China

- Led interview questions design and qualitative data analysis
- Conducted 1-hour one-on-one interviews with 14 parents of children with autism over 5 weeks

StarRescue: Collaborative Game for Children with Autism   **Jul 2021 - Sept 2021**
Research Lead, UI Designer, Game Developer   Remote

- Led brainstorming sessions with teammates from diverse backgrounds
- Completed the UI design and game co-development within 1 month
- Work published in CHI Play 2022 Work-In-Progress