

Xingyu Li

<https://www.behance.net/xingyuli1998> ([Temporary Portfolio](#))

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EDUCATION *MID Industrial Design* 2020 - Present
[Georgia Institute of Technology](#), Atlanta, GA

- GPA : 4.00/4.00
- Thesis : Understanding the user experience of suggestions with emotion Artificial Intelligence (Independent Study)

BEng (Hons) Product Design and Manufacture 2016 - 2020
[University of Nottingham Ningbo China](#) (UNNC), Ningbo, China

- GPA : 3.84/4.00
- Project : An intelligent face mask integrated with tangible alarming system to remind users changing filter (**Honorary Graduation Project**)

PUBLICATION

1. **Xingyu Li**, Wendell Hom, Jiaying Wu, Michael Verges, and Melody Jackson. 2021. Wearable Sensors for Canine Nosework Sniffing Interaction. In Eight International Conference on Animal-Computer Interaction (ACI'21).
2. Colin Stricklin, **Xingyu Li**, and Michael Nitsche. 2022. Party Mascot: Experimental Prop Design for Streaming Actual Plays. In ACM International Conference on Interactive Media Experiences (IMX '22)

AWARD HONOR

Scholarship

- University of Nottingham Ningbo China Head's Scholarship 2018-2019
- IET (Institution of Engineering and Technology) honor student 2020

Design Award

- The 5th G-Pioneer Co:lab Online Global University Innovation Challenge 2020 (TOP 20 award)
- International Design Award design award

RESEARCH EXPERIENCE *Independent Researcher* 2022.6 - Present
Understanding the user experience of suggestions with emotion AI

Social Computing / CSCW / User Study

Advisor :Noura Howell / Sang-won Leigh / Harmon,Stephen W

I design the interface of emotion AI based on the current online meeting software to help me study the impact of emotional AI on people's social confidence and user experience with online meeting software. This is an open-ended and participatory design experiment. In this study, I mainly focused on three questions below:

- The best ways that people communicate with the computer
- The impact of AI suggestions on the users' emotion recognition abilities
- The impact of AI suggestions on the users' interpersonal confidence

Program Stage : Secondary experiment Data analysis

Contribution :

- Design the system - Coding for emotion AI (ML) & emotion visualization patterns (Creative Coding) , design the prototype & interface.
- Run the experiment - Set up questionnaires & interviews. Make the video. Recruitment. Apply IRB. Presentation for the experiment.
- Research – Literature review, Questionnaire, Semi-structure interview.

Research Assistant

2022.2 - 2022.6

Party Mascot-Experimental Prop Design for Streaming Actual Plays

Tangible interactive system

Advisor : Michael Nitsche

Party Mascot is an experimental design for a dynamic, interactive prop used in “actual play” streaming. Taking the form of a talking mechanical bird, the Party Mascot extends audience participation on the Twitch platform from its native chat interface to the physical play space.

Contribution :

- Crawl and Save the data from the Twitch.
- Write code for Arduino to achieve the physical interactive functions
- Achieve the interaction between website and physical prototype

Researcher

2021.1 - 2021.5

SNIF Project

Animal computer Interaction / Machine Learning / Ubicomp

Advisor : Melody Jackson

The aim of our project is to build up a bridge between handler and canine. I will use IMU and sound sensors to define behavior patterns of dogs when they are sniffing. There are three main tangible goals and outcomes may come up, a wearable prototype which helps to collect data, a software, which shows and collects data, and a data base with labels which help researchers do further study.

Contribution :

- Build up a wearable device using Bluetooth to transfer the data from sensors to the computers which minimizes the end user’s need to interact with computers as computers.
- Do data analysis, label, and ready for machine learning.
- Design a wearable device to collect data.
- Write the paper and prepare for the presentation

Research Assistance

2021.1 - 2021.3

Improving wheelchair for easy excretion

Mechanical Design / User Centered Design

Advisor : Jon Sanford

The aim of our project is to improve the structures of the wheelchair to help people with physical impairments moving easier from the bed to the wheelchair with the close stool.

Contribution :

- Improve the user experience of the wheelchair which allows people to poop. Design the function of the transfer board to ensure that users can use it safely and comfortable.
- Design the mechanical structures inside the product, including sketching, engineering drawing CAD model and prototype.

**WORKING
EXPERIENCE**

UX Researcher 2020.6 - 2021.2
Alibaba Hangzhou - China

- Creating user-flows, low-fidelity wire-frames to high-fidelity polished mock-up designs and ability to quickly iterate designs to get final sign-off
- Improve the product design according to user requirements and business needs and communicate with stakeholder.
- A program maintainer for interface issues that may appear during projects implementation

UI/UX Designer & Web Developer 2018.4 - 2018.11
Xinyi Technology Co., Ltd. Ningbo - China

- Started a business as a shareholder, designed and developed a website to provide a platform for university students to express love, users released information and comment through the platform.
- Completed the design and operation of the platform in University of Nottingham Ningbo China, conducted the UI design of the website including vision, interface, function, icon design through utilizing PS, AI and Figma.

Mechanical Engineer 2018.6 - 2018.9
”Goodbaby” Factory-Asia Pacific Engineering Shanghai - China

- Participated in the production and manufacture of baby carriage, analyzed the needs of Japanese customers, and adjusted the product design scheme.
- Analyzed product design, dismantled vehicle to study the internal structure, analyzed institutional design basis and requirements, participated in the entire process of production and quotation.
- Proposed the solution for baby carriages braking systems evaluating, completed modeling of two components and testing of one component during the internship.

**SELECTED
PROJECTS**

More details are attached in the [portfolio](#)

Compare Transformer and LSTM in Predicting User Ratings 2022.5
Topic : Social Computing / Recommendation system improvement
Engineering : Recommendation system / Web search & Text mining

IMU Data Analysis 2021.3
Topic : Ubicomp
Engineering : IOT / Walk step prediction

Tilling Goodness 2021.3 - 2021.5
Topic : Health & Wellness / Interactive community
Design : UX&UI / Industrial / Accessible / Service
Engineering : IOT / Web Develop

EVAS 2020.10 - 2020.12
Topic : Environment / Anti-anthropocentric
Design : Speculative / Poetic / Aesthetic
Engineering : Environmental sensing / Embedding technology

MOODE

2020.10 - 2020.12

Topic : Emotion Prediction / Mental Health / Ubicomp

Design : Wearable Device / Interface / product

Engineering : Affective computing / Bio sensing / Embedding technology

SKILLS

Design Tools

- **Graphic Tools**

Adobe Kit (photoshop, premiere, illustrator etc.) / Figma / Procreate

- **3D Tools**

Rhino / Solidworks / Keyshot / C4D

Design Skills

- **Research**

User study / UX research / Design study

- **Design**

3D / graphic / service / Universal / Accessible

Technical Tools

- **Program Language**

C / python / C++ / p5js / Html/Css / Java

- **Embedding Platform**

Arduino / Raspberry Pi

- **Visualization**

Processing / tableau / TouchDesigner / Openframeworks

Technical Skills

- **Computer Science**

Machine learning & Deep learning / Data Analysis / Web Developing / Creative coding / Data Visualization

- **Material, Mechanical and Manufacture**

Mechanical Design / Material Study / Processing technology improvement