

Yibo Wang

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EDUCATION

HONG KONG POLYTECHNIC UNIVERSITY

Doctor of Philosophy, Human Computer Interaction
Research Area: Design Research, Human Computer Interaction

Hong Kong SAR
09/24 -

SHANGHAI JIAO TONG UNIVERSITY

Bachelor of Engineering, Industrial Design. Average Score [85.7/100] (GPA: 3.6)
Relevant Coursework: Product Design, Ergonomics, UX/UI Design, HCI

Shanghai, China
09/20 - 06/24

KTH ROYAL INSTITUTE OF TECHNOLOGY

Exchange, Interactive Media Technology & Product Design

Stockholm, Sweden, Exchange
01/23 - 06/23

PUBLICATIONS

- J. Xue, **Y. Wang***, and M. Wang, "Smart Design of Portable Indoor Shading Device for Visual Comfort—A Case Study of a College Library," *Applied Sciences*, vol. 11, no. 22, p. 10644, Nov. 2021, doi: [10.3390/app112210644](https://doi.org/10.3390/app112210644).
- Y. Wang**, C. Zhang, H. Wang, S. Lu, and R. LC, "Gesture-Bot: Design and Evaluation of Simple Gestures of a Do-it-yourself Telepresence Robot for Remote Communication," in *Companion of the 2023 ACM/IEEE International Conference on Human-Robot Interaction*, Stockholm Sweden: ACM, Mar. 2023, pp. 102–106. doi: [10.1145/3568294.3580051](https://doi.org/10.1145/3568294.3580051).
- Y. Wang**, J. Xue, X. Zhao, X. Hu, C. Ze, and W. Shikang, "Design of Smart Portable Sunshade for Light and Heat Comfort Improvement," presented at the *Intelligent Human Systems Integration (IHSI 2022) Integrating People and Intelligent Systems*, 2022. doi: [10.54941/ahfe100967](https://doi.org/10.54941/ahfe100967).

RESEARCH EXPERIENCE

STUDYING PERCEPTION & NAVIGATION ACROSS ENTRANCES IN SOCIAL VR SHANGHAI, CHINA

City University of Hong Kong, Research Trainee (Remote)

Advisor: Prof. RAY LC, Studio for Narrative Spaces, School of Creative Media

06/23 – 09/23

- Designed experiment plan and environment in Unity3D with various types of entrances
- Conducted in-person studies and was responsible for quantitative analysis
- Wrote paper, drew figures, and submitted to CHI 24 as co-first author

DESIGN AND EVALUATION OF A HAPTICALLY AUGMENTED SHOP EXPERIENCE Stockholm, Sweden

KTH Royal Institute of Technology, Research Trainee

Advisor: Prof. Eva-Lotta Sallnäs Pysander, Division of Media Technology and Interaction Design

03/23 – 06/23

- Designed haptic feedback of textures based on Chai3D and Falcon device
- Conducted in-person studies and evaluated based on qualitative and quantitative results

DESIGN OF INTERACTIVE SOUNDSCAPE BASED ON MO-CAP SYSTEM Stockholm, Sweden

KTH Royal Institute of Technology, Research Trainee

Advisor: Prof. Roberto Bresin, Division of Media Technology and Interaction Design

01/23 – 04/23

- Construct interactive soundscapes using Max Msp and OptiTrack to link body movements with soundscape
- Built tangible prototypes and collected user reflections

DESIGN AND EVALUATION OF SIMPLE GESTURES OF TELEPRESENCE ROBOT Shanghai, China

City University of Hong Kong, Research Trainee (Remote)

Advisor: Prof. RAY LC, Studio for Narrative Spaces, School of Creative Media

07/22 – 02/23

- Robot design and programming; Robotic gestures design
- Participated in conducting an online workshop, analysing data and writing paper
- Designed Poster and Presented on International conference on Human Robot Interaction 2023

IMPROVED DESIGN BASED ON THE LIGHT ENVIRONMENT OF LIBRARIES Shanghai, China

Shanghai Jiao Tong University, Research Trainee

Advisor: Prof. Jiao Xue, Design School of Shanghai Jiao Tong University

12/20 – 03/22

- Conducted experiments and surveys on users and collecting data from field research using SPSS
- Product design based on software simulation (in Rhino)
- Analysed data and published journal paper

INTERNSHIP EXPERIENCE

THE FUTURE LABORATORY, TSINGHUA UNIVERSITY

Research Intern

Beijing, China
09/23 – 01/24

- Working as a research intern in Center for Perception and Consciousness Research

COMAC-COMMERCIAL AIRCRAFT CORPORATION OF CHINA LTD.

Product Designer & Aircraft Interior Designer

Shanghai, China
07/22 – 10/22

- Participated in aircraft coating design
- Participated in future mobility system design, proposed several solutions using sketches and model building
- Participated in designing souvenirs for COMAC internal staff

TENCENT AURORA STUDIO

Game Designer (Remote)

Shanghai, China
07/22 – 11/22

- Participated in designing a card swiping game
- Led the design of UI settings of the game

SHORT-TERM PROJECT EXPERIENCE

ZJU & HUAWEI SMART GLASSES SUMMER CAMP

Zhejiang University, Research Trainee (Remote)

Shanghai, China
07/22 – 08/23

- Participated in a summer camp held by Huawei and Zhejiang University
- Cooperated with others and designed a smart voice assistant for cooking based on HUAWEI smart glasses.

POLYU RESEARCH POSTGRADUATE SUMMER SCHOOL

The Hong Kong Polytechnic University, Undergraduate Participant

Hong Kong SAR
07/23

- Presented my research proposal under the topic of "Promoting Equity in Children's Computer-Supported Collaborative Learning Through Design"

SKILLS & INTERESTS

Strength: Interdisciplinary knowledge & thinking, Data informatics & analytics, In-person study methods

Technical: Rhino, Adobe Illustrator, Figma, C/C++, Processing, Max Msp, Optitrack, Keyshot

Language: Chinese (Native), English (Fluent/ IELTS: 7.5/ TOEFL: 107)

Interest: Tangible Interaction, Human-Machine Collaboration, Embodied Interaction