YUECHENG PENG

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Education

University of Washington

Master of Science in Technology Innovation   *23.9 - 24.12*

Zhejiang University

Bachelor of Engineering, Industrial Design. GPA [3.98/4.0(91.93/100)] Rank [1/45]   *19.9 - 23.6*
- **Relevant Coursework:** Information Product Design, Information & Interaction Design Technology, Ergonomics
- **Awards:** Four times Excellent Academic Model, two times Second Class Scholarship, one time Third Class Scholarship

Research Experience

Fabrication of Smart Textiles   **Zhejiang University, Research Intern**

Advisor: Guanyun Wang, International Design Institute of Zhejiang University   *22.9 - 23.9*
- Conducted comprehensive material experiment and research.
- Physical prototyping using our proposed fabrication method.
- Write the paper independently (submitted to CHI24 as the first author).

Designing Knowledge Graph Tool for Sustainability Education   **Zhejiang University, Research Intern**

Advisor: Xuanhui Liu, International Design Institute of Zhejiang University   *21.10 - 22.4*
- Designed and developed a online knowledge graph tool ready to be used in sustainable education settings.
- Collected and organized related works of this research.
- Paper submitted to the journal of cleaner production.

HoloLens2 Expander Interaction   **Zhejiang University, Research Intern**

Advisor: Liuqing Chen, International Design Institute of Zhejiang University   *21.8 - 21.12*
- Lead the design team, came up with design guidelines and standardized workflow, which increased the inter-team work efficiency by 60%.
- Optimized user interaction experience with the Hololens2 interface and improved the comfort level as well as immersiveness.
- Our design team was successfully selected to cooperate with Zhejiang Provincial Energy Group Company Ltd. in the bidding.

Music Emotion Visualization   **Zhejiang University, Research Assistant**

Advisor: Kejun Zhang, International Design Institute of Zhejiang University   *20.6 - 21.6*
- Responsible for literature research and functional design.
- Designed and conducted the experiment to collect people's valence-arousal sentiment value on music as well as different graphic and color expressions, which constitute the supporting database of our mobile App.
- This project was selected as a provincial research project (top 6%) and we developed a App demo.

Personal Projects

MagPaper: Rapid Prototyping of Haptic Interface Based on Paper - LINK
- Proposed a rapid prototyping method for creating accessible haptic interface.
- Experimented with magnetic elastomer materials.

48°C SUGAR: Material Redesign of Traditional Sugar Figure Blowing Art - LINK
- Design of a new sugar material that allows hands-on interaction.
- Conducted a user study to prove potentials of the proposed new material.

MOISTVALVE: A Moisture Sensory Soft Valve - LINK
- Prototyped a novel physical intelligent soft valve that can sense humidity without electricity.
- Experimented with shape-changing responsive materials.

Skills & Interests

Strength Physical prototyping, Data analytics and visualization, Interdisciplinary knowledge & thinking,
Technical: JavaScript, Python, C, C#, Rhino, Figma, Arduino, Raspberry Pi, All kinds of rapid fabrication machines
Languages Chinese (native), English (Fluent: TOEFL 109, GRE 325)
Interest Personal Fabrication Research in HCI