

Hongni Ye

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📅 09/05/2024

EDUCATION

M.S. in Digital and Interaction Design

Politecnico di Milano [↗](#)

09/2019 – 12/2021 | Italy

- GPA: 108/110; 30+/30 in Envisioning AI through Design, Advanced User Interface
- Supervisor: Prof. Dr. Mario Covarrubias Rodriguez (mario.covarrubias@polimi.it)

B.Eng. in Software Engineering

East China University of Technology

08/2015 – 07/2018 | China

- GPA: 3.45/4.0; Courses: Data Structures and Algorithms, Object-oriented Programming

PROFESSIONAL EXPERIENCE

Algorithm UI Engineer Intern

Shenzhen Qianzhi Technology Co., Ltd.

08/2023 – 06/2024 | Shenzhen, China

- Modified UI and developed frontend for a WeChat mini-program
- Wrote API for AI algorithm features
- Created UI elements for personalized features.

Research Assistant

HCI Lab of Duke Kunshan University [↗](#)

12/2021 – 06/2023 | Remote

- Led 4 projects and promoted papers submission
- Created 3D avatars for a metaverse platform
- Designed/developed DKU HCI Lab [↗](#) website

UX Design Intern

Shenzhen Qianzhi Technology Co., Ltd.

09/2021 – 11/2021 | Remote

- Designed the instruction system for an app that contributed 10 times the annual revenue growth

UX/UI Designer

Luckin Coffee Inc. [↗](#)

01/2019 – 05/2019 | Xiamen, China

- Participated in the design and release of the first IoT dashboard design system

SKILLS

Research Methodologies

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Quantitative, Qualitative, Case Study, Focus Group, Participatory/Exploratory/User-Centred Design

Design and Prototyping

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Figma, Sketch, Adobe Suite (PS, AI, InDesign, Premiere), Blender, C4D, Touch Designer

Programming

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C, C++, C#, Python, HTML, CSS, Javascript/Processing/P5.js

Applications and Hardware

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Unity, Unreal, NVIVO, Tableau, SPSS, Arduino, Raspberry Pi, Ableton live, Protopie

AWARDS & HONORS

Honorable Mention Paper Award

ChineseCHI 2023

Student Design Competition Finalist

MobileHCI 2022, 10 of 40 Competitors (25%)

Unity for Humanity Grant 2022 Top 20

Unity, over 200 Competitors (10%)

Ro Plastic Prize Finalist

Milan Design Week 2021

3rd Prize, Deecamp Artificial Intelligence Training Camp 2021 [↗](#)

Sinnovation Ventures, 3 of 39 Competitors (7%)

2022 Graduate Award (€1,000)

Politecnico di Milano

People's Choice Best Award (\$300)

UIST Student Innovation Contest 2021

Bando Diritto allo Studio Grant 2019-2021 (€8,703)

Politecnico di Milano

ACTIVITIES

Student Volunteer

- The 11th International Symposium of Chinese CHI (**Chinese CHI 2023**)
- The 34th ACM Symposium on User Interface Software and Technology (**UIST2021**)
- The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (**CSCW2021**)

Attendee

- The 11th International Symposium of Chinese CHI (**Chinese CHI 2023**)
- the 22nd annual ACM Interaction Design and Children (**IDC23**)
- The 21th International Conference on Cyberworlds (**CW 2022**)
- The ACM International Conference on Mobile Human-Computer Interaction (**MobileHCI2022**)
- IEEE International Symposium on Mixed and Augmented Reality (**ISMAR2021**)
- The 34th ACM Symposium on User Interface Software and Technology (**UIST2021**)
- The 24th ACM Conference on Computer-Supported Cooperative Work and Social Computing (**CSCW2021**)

PUBLICATIONS

H. Ye, R. You, K. Lou, Y. Wen, X. Yi, and X. Tong., "I Keep Sweet Cats In Real Life, But What I Need In The Virtual World Is A Neurotic Dragon": Virtual Pet Design With Personality Patterns. Proceedings of the Eleventh International Symposium of Chinese CHI (**CHCHI '23**), Denpasar, Bali, Indonesia, 2023, pp. 210-224 [↗](#)

X. Yuan, H. Ye, Z. Tang, X. Zhu, Y. Yao and X. Tong., "**RedCapes: Design and Evaluation of a Game Towards Improving Autistic Children's Privacy Awareness**". Proceedings of the Eleventh International Symposium of Chinese CHI (**CHCHI '23**), Denpasar, Bali, Indonesia, 2023, pp. 110-126 [↗](#)

H.Ye, T. Wu, M. Fan, X. Tong, "WooGu: Exploring an Embodied Tangible User Interface for Supporting Children to Learn Farm-to-Table Food Knowledge," 2023 ACM Interaction Design and Children Conference (**IDC '23**), Chicago, IL, USA, 2023, pp. 681-687 [↗](#)

H. Ye, C. Zhang, H. Xu, L. Ray and X. Tong, "Twilight Rohingya: The Design and Evaluation of Different Navigation Controls in a Refugee VR Environment," 2022 International Conference on Cyberworlds (**CW '22**), Kanazawa, Japan, 2022, pp. 142-146 [↗](#)

H. Ye, R. You, K. Lou, Y. Wen, X. Yi and X. Tong, "PetGen: Design and Generation of Virtual Pets," 2023 IEEE International Conference on Multimedia and Expo Workshops (**ICMEW**), Brisbane, Australia, 2023, pp. 343-346, doi: 10.1109/ICMEW59549.2023.00065. [↗](#)

LANGUAGES

Mandarian	● ● ● ● ●	English	● ● ● ● ●
Italian	● ● ● ● ●	German	● ● ● ● ●