



XINYI WANG

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CHECK OUT MY FULL PORTFOLIO AT WWW.XINYIWANG.ORG

OBJECTIVE

I am best at 3 things: design, development, and iterate based on analyzing data.

I've worked on domains including sharing economy, autonomous vehicles, transportation, VR, and crowdsourcing.

I'm looking for UX Designer positions.

SYSTEMS

Flip*Doubt



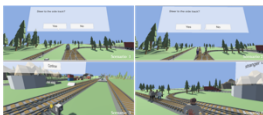
Novelist



Mobi



Virtual Trolley



Didi Customer Service platform



EDUCATION

MASTER IN COMPUTER SCIENCE • UNIVERSITY OF MINNESOTA • DEC 2019

- ◆ Advisors: Dr. Loren Terveen and Dr. Haiyi Zhu
- ◆ Research Affiliation: GroupLens Research
- ◆ Research Focus: Human-Computer Interaction

B.A. IN PSYCHOLOGY • UNIVERSITY OF MINNESOTA • MAY 2016

- ◆ Major GPA: 3.9/4.0
- ◆ Minor: Statistics

SEMESTER AT SEA PROGRAM • UNIVERSITY OF VIRGINIA • SUMMER 2014

B.A. IN LINGUISTICS • BEIHANG UNIVERSITY (BEIJING, CHINA) • JUL 2013

SELECTED PUBLICATION

1. Tawanna R Dillahunt, **Xinyi Wang***, Earnest Wheeler*, Hao Fei Cheng, Brent Hecht, and Haiyi Zhu. 2018. The Sharing Economy in Computing: A Systematic Literature Review. In Proceedings of CSCW.
2. C. Estelle Smith, **Xinyi Wang**, Raghav Karumur, and Haiyi Zhu. 2018. [Un]breaking News: Design Opportunities for Enhancing Collaboration in Scientific Media Production. In Proceedings of CHI. (*Received Best Paper Honorable Mention Award as the top 5% of submissions*)
3. Bowen Yu, **Xinyi Wang**, Allen Yilun Lin, Yuqing Ren, Loren Terveen, and Haiyi Zhu. 2018. Out With The Old, In With The New? Unpacking Member Turnover in Online Production Groups. In Proceedings of CHI.
4. **Xinyi Wang**, Haiyi Zhu, Yangyun Li, Yu Cui, and Joseph Konstan. 2017. A Community Rather Than A Union: Understanding Self-Organization Phenomenon on MTurk and How It Impacts Turkers and Requesters. In CHI Extended Abstracts.
5. **Xinyi Wang**, Mychele Montgomery, J. Leon, and Fang Yee Chiang. 2015. The Effect of Smiling on Men's Perceived Attractiveness of Women. *Sentience*.
6. **Xinyi Wang**. 2015. Improving Attention through Training. In the University of Minnesota Digital Conservancy.

SCHOLARSHIPS AND AWARDS

Best Paper Honorable Mention Award (Top 5%) at CHI'18	Apr 2018
Executive Student Volunteer Travel Award from SIGCHI	Apr 2018
CRA-W scholarship from Computing Research Association	Dec 2016
UROP scholarship from University of Minnesota	Feb 2016 & Aug 2015
◆ Undergrad Research Opportunities Program	
Dean's List at University of Minnesota	Spring 2014 & Spring 2015
Gold Medal of "FengRu Cup" Student Sci-Tech Competition	May 2013
◆ Awarded graduate school admission to Beihang University as a sophomore	

WORK EXPERIENCE

DIDI CHUXING TECHNOLOGY CO. • JAN 2019 – MAY 2019

HCI Research Intern/ UX Design Intern, AI Labs

- ◆ Led a product team in the AI Labs to predict the titles of incoming service orders for the Customer Service Department. I was responsible for coordinating the cross-functional team, designing experiments on Apollo, collecting Python data, analyzing using SQL, drafting PRD and wiki, and presentat results to department lead
- ◆ Pushed the redesign of multiple products of AI Labs, including the Q&A recommendation feature for customer service chat bot, the auto reply feature in Zhuge, the prediction for low activity customers, the service order redistribution feature, and the Smart Judge feature for driver-passenger conflicts
- ◆ In addition to doing research on above topics, I also practiced product management skills in a multi-disciplined product design team. I lestablished standard communication protocol to effectively collaborate with people from the Business side, R&D, Data Analytics, and Testing Department

BLUESTONE PHYSICIAN SERVICES • JUN 2015 – AUG 2015

Human Resources Intern

- ◆ Responsible for employee assessments and personnel selection for 3 different positions
- ◆ Revised company selection processes and procedures, created a new grading system for selection, and assessed the degree of onboarding by conducting 90-days revisit interviews and follow-up surveys

RESEARCH EXPERIENCE

GROUPLENS RESEARCH • RESEARCH ASSISTANT • SEP 2015 – SEP 2019

Advisors: Haiyi Zhu & Loren Terveen

- ◆ Applied qualitative and quantitative methods to analyze user behaviors, understand context, and design tools in social-computational settings. Projects include:
 - ◆ Used Grounded Theory to explore how trust is generated in physical sharing economy communities
 - ◆ Conducted literature review on current progress of sharing economy research in computing literature
 - ◆ Developed “Virtual Trolley” VR system to explore AI explainability in ethically complex situations
 - ◆ Designed experiments to analyze user interactions in online peer production communities such as Wikipedia, and crowdsourcing platforms such as Amazon Mechanical Turk

DEPARTMENT OF PSYCHOLOGY, UMN • UNDERGRADUATE RESEARCH ASSISTANT • AUG 2014 – MAR 2016

Advisor: Professor Deniz Ones, Industrial/Organizational Psychology Lab

- ◆ Received scholarship from Undergrad Research Opportunities Program (UROP) of \$1600 in spring 2016 to work on meta-analysis of counterproductive workplace behavior and darktriad

Advisor: Professor Yuhong Jiang, Attention, Memory and Cognition Lab

- ◆ Received UROP scholarship for “Improving Attention through Training” project. Developed a Matlab program. Recruited, ran and debriefed study participants. Analyzed data using R and SPSS independently.

Advisor: Professor Jo-Ida Hansen, The Center for Interest Measurement Research

- ◆ Learned how to construct questionnaires for survey studies. Familiarized with California Psychological Inventory (CPI), Strong Interest Inventory (SII), and Leisure Interest Questionnaire (LIQ)

INSTITUTE OF PSYCHOLOGY, CHINESE ACADEMY OF SCIENCE • RESEARCH ASSISTANT • APR 2013 – AUG 2013

Advisors: Dr. Weina Qu and Dr. Yan Ge at Beijing, China

- ◆ Project topic: Cognition Method of the Driver's Sustained Attention Status.
- ◆ Conducted literature search on sustained attention. Translated English measurement inventories to Chinese. Familiarized with research methods using survey inventories, simulation machines, and EEG

SKILLS

PROGRAMMING LANGUAGES

Python, Java, C++, Matlab,
JavaScript, HTML, CSS

WEB/MOBILE DEVELOPMENT

Express, Node.JS, Angular,
Ionic, React, React Native,
Heroku, Github, MongoDB

DATA ANALYSIS TOOLS

R, SQL, SPSS, Matlab Scikit-learn

DESIGN TOOLS

Photoshop, Unity