YILIN SHAO

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OBJECTIVE

Eager to pursue a PhD position in Human-Computer Interaction, contributing to research in sensory interaction or AI-generated content (AIGC). Building on my master's experience conducting design-driven research and publishing academic papers, I aim to bridge design and technology to create innovative user interaction experiences. Alongside my expertise in tangible interfaces, I am actively learning Python and other programming skills to support interdisciplinary research further. I am committed to expanding my expertise and collaborating on innovative projects that advance HCI research.

EDUCATION

- **Zhejiang University** *09 2022 - 06 2025*
  Master of Design Science (Expected) Hangzhou, China
  ○ GPA: 3.91/4.0

  ○ Relevant Coursework: Design Research, Intelligent Design, Informatics for Design, Integrated Design

- **Zhejiang University** *09 2018 - 06 2022*
  Bachelor of Arts, Product Design Hangzhou, China
  ○ GPA: 3.89/4.0

  ○ Relevant Coursework: Design Thinking, Service Design, User Experience Design, Interactive Design and Technology

RESEARCH EXPERIENCE

- **Guanyun Lab & International Design Institute, Zhejiang University** *09 2022 - Present*
  Graduate Research Assistant Hangzhou, China
  ○ Led a cross-disciplinary research team exploring the interactive design of edible morphing materials, employing a Research-through-Design approach to innovate human-food interactions.

  ○ Conducted qualitative and quantitative user studies to validate design concepts, uncovering the role of shape-changing edible materials in enhancing engagement in children-food interaction.

  ○ Authored and published academic papers in HCI journals and conferences, advancing knowledge in Human-Food Interaction through combining innovative material and user experience.

- **NEXT Lab, Zhejiang University** *10 2020 - 06 2021*
  Intern Hangzhou, China
  ○ Collaborated on the "Lingering Sounds" project, contributing to product feature ideation and interaction prototype design for music emotion computing, fostering insights into audio-driven user experiences.

  ○ Designed low-fidelity models using Adobe XD, exploring how sound can evoke emotions and inform interactive design.

  ○ Gained a foundational understanding of music emotion computing principles through research papers, sparking my interest in audio design for HCI.

PROJECTS

Play with Morphing Food *11 2022 - Present*
Method: Research through Design
- Defined design objectives through stakeholder empathy to establish a framework for enhancing children's food interaction using morphing food technology.

- Investigated the deformation mechanisms of innovative edible materials (e.g., wafer paper, rice paper, tofu skin) to inform the design process.

- Developed and iteratively refined a comprehensive toolkit—including a morphing food library, trigger tools, and instructional interfaces—based on user feedback.

- Conducted workshop-based evaluations that demonstrated how interaction with morphing food not only imparted scientific principles but also fostered culinary skills and an appreciation for the diversity of food forms.

PATENTS AND PUBLICATIONS

Guanyun Wang (Tutor), **Yilin Shao**, Boyu Feng, et al. (2024). **Play with Morphing Food: Supporting Children-Food Interaction with an Interactive Cooking Toolkit**. *International Journal of Human-Computer Interaction*, DOI: 10.1080/10447318.2024.2427407

Yilin Shao, Boyu Feng, Yingpin Chen, et al. (2023). **EdibleToy: Empowering Children to Create Their Own Meals with a DIY Wafer Paper Kit**. pp. 619-623. In *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC '23)*. Association for Computing Machinery. 19 June 2023, New York, NY, USA. DOI: 10.1145/3585088.3593883

Guanyun Wang (Tutor), Boyu Feng, **Yilin Shao**, et al. (2024). **A Set of 4D Shape-Changing Food Fabrication Tools and Method Based on Modular Rollers**. CN Patent Office, Patent No. CN118525985A. Registration Date: 23 April 2024, Grant Date: 23 Aug 2024.

SKILLS

- **Design and Prototyping:** Expertise in user-centered design, Research-through-Design, and cross-disciplinary innovation; proficient with Figma, Adobe Creative Suite (Photoshop, Illustrator, XD) and Python
- **User Research:** Qualitative and quantitative analysis, observation, interviews, questionnaires, experimentation, focus groups
- **Rapid Learning and Tools:** Quickly mastering new tools and methodologies, including AI tools (e.g., Grok, ChatGPT, Stable Diffusion) for prototyping interactive designs
- **Languages:** Chinese (Native), English (Fluent, IELTS Overall 7)

HONORS AND AWARDS

- **National Scholarship** *12 2023*
  Ministry of Education of the People's Republic of China
  ○ Awarded to the top 1% of graduate students based on academic excellence and innovative design contributions.

- **Outstanding League Cadres** *12 2023*
  Zhejiang University
  ○ Recognized as one of the top 10% of student league cadres for leadership and innovative design initiatives.

- **Outstanding Graduates** *06 2022*
  Zhejiang University
  ○ Selected as one of the top 5% of graduates for academic achievement, design innovation, and interdisciplinary contributions.