

# Yining Bei

## WORK EXPERIENCE

### Lenovo Research / HCI Research Intern

Jul - Sep 2024 / Beijing, China

- Researched and expanded interactive paradigms combining ray pen and hand gestures for 3D modeling tasks in large-screen, remote environments
- Conducted in-depth analysis, categorizing 6 major interaction paradigms with over 50 variations, and independently led heuristic user studies with 12 experts for 1.5 hours each, testing over 30 tasks
- Analyzed and categorized experimental results to develop a comprehensive design space based on task characteristics, to design and conduct user feasibility validation experiments

### Vision Alpha / Product Designer, Freelancer

Dec 2024 - Present / Hong Kong, China (Remote)

- Redesigned the professional financial analytics platform UI, enhancing information hierarchy and navigation for efficiency. Designed 40+ high-fidelity screens covering subscription models, document translation, and user file management.
- Established design guidelines, collaborated with developers for smooth handoff, and conducted UI/UX reviews to ensure pixel-perfect implementation.

### City University of Hong Kong / HCI Research Assistant

Jun - Sep 2023 / Hong Kong, China (Remote)

- Conducted the research Metamorpheus: Interactive, Affective, and Creative Dream Narration Through Metaphorical Visual Storytelling (CHI 2024)
- Designed an affective prototype of visual dream recalling and rescripting. Collaborated to collect and analyze the reflection of users to qualitatively evaluate the system

### ECADI Architects Co.,Ltd / Architect

Jul 2019 – Jul 2022 / Shanghai, China

- Completed design concept, construction drawings of over 10 architecture projects
- Assisted team leader in assigning work tasks, taught interns (5 people in total)

## ACADEMIC PROJECTS

### MBTA Upzone+: An Interactive Map, Demo / UX Design, Web Development

Mar - May 2024

- Design and develop an interactive map website to visualize the impact of the MBTA Communities Law, helping users intuitively understand its goal of addressing housing shortage.
- Lead interaction design for background introduction, new user tutorials, and data visualization, while contributing to front-end development; conduct user testing with local residents and policymakers, reducing opposition by 30%.

### Virtual Vitality: A VR Rehabilitation Game / XR UX Design, Unity Development

Sep - Dec 2023

- Develop and optimize a VR-based rehabilitation system using hand tracking to enhance engagement for stroke patients, addressing the monotony of traditional therapy.
- Conduct research and interviews, collaborating with 2 rehabilitation experts, analyzing 3 competitor products, and consulting first authors of relevant papers, leading to a interactive VR game tested by 20 industry professionals, with 65% expressing partnership interest.

### Emotion Relief: VR Design Based on EEG Data / User Research, VR Design

Aug - Oct 2022

- Design and validate a VR-based emotional soothing system using natural elements, leading scene creation, rendering, and experiment design.
- Conduct and analyze 2-hour EEG-monitored tests with 15 participants, refining the final design based on data and achieving an 80% improvement in emotional soothing effectiveness.

## Portfolio

[yiningbei.com](https://yiningbei.com)

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## EDUCATION

### MIT

2023 - Expected 2025

SMArchS in Computational Design

GPA 5.0/5.0

Relevant modules: Product Design, Interactive Data Visualization, Virtual Reality, Tangible Interfaces, AI and Decision Making, Computer Vision

### Tianjin University

2014 - 2019

Bachelor of Architecture

GPA 3.77/4.0

## SKILLS

### Certificate

Google UX Design

### Design

Figma, Adobe Creative Suite, Tableau, Blender, ArcGIS, AutoCAD, Rhino

### Computing

Python, C# (Unity), HTML/CSS, JavaScript, Svelte, SQL

## AWARDS

2023 MIT School of Architecture and Planning Merit Fellowship

2019 Honors Undergraduate Graduation Design School of Architecture Tianjin University (top 3%)

2018 Honorable Mention in Skyscraper Competition of eVolo Magazine (top 5%)