QIAORAN WANG

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EDUCATION

Shandong University 山东大學(211 985) Honors Degree   06/2025- 09/2021

Industrial design

GPA: 88.5/100

Major Coursework: C Programming，Design Psychology, Ergonomics，Design Materials and Processes，Fundamentals of Design and Manufacturing，Model Design and Fabrication，Engineering training (electronics)

PAPERS

Publication：Noetic Dream: A Personalized VR and Meditation System for Lucid Dream Training

Conference：ACM UIST 2025 Poster

Co-authors：**Qiaoran Wang**，Yichen Yu

Publication：NieNie: Adaptive Rhythmic System for Stress Relief with LLM-Based Guidance

Conference：ACM Ubicomp/ISWC 2025 Student Challenge **doi**：0009-0001-0175-3253

Co-authors：**Qiaoran Wang**，Yichen Yu

Publication ：The Effect of Different Visual Feedback Interfaces of Music Training Games on Speech Rehabilitation in Hearing-Impaired children: An fNIRs Study

Journal：Neuroscience Letters（JCR Q3，IF=2.5，CiteScore：5.9）

Co-authors：**Qiaoran Wang (student first author)**，Yuhan Zhang，Yibei Miao，Yuxin Shan

DOI：10.1016/j.neulet.2024.138010

Under review：Blue Wave: Developing a CAI-based Game Training System to Support Speech Rehabilitation for Children with Hearing Impairments

Journal：Behaviour & Information Technology（JCR Q2，IF=3.7，CiteScore：7.7）

Co-authors：**Qiaoran Wang** ，Song Hao

Research Experience

AI4SG, National University of Singapore（online）

                                                                Present– 04/2025

Activities：

-   Conducting research on human-AI collaboration in psychology, including developing a human-LLM framework for qualitative coding and building a causal knowledge graph to analyze mental illness stigma.

Children's Intelligent Rehabilitation and Education System Research Group，Shandong，China

（Shandong Disabled Persons' Federation, Jinan Zhi Language Studio Cooperation Program）   06/2024 – 10/2022

Activities：

-   Design an after-school training system for hearing impaired children, a scientific, efficient and immersive system through gamification.
-   A user test was conducted on 30 children using the Fnirs device to detect brain-feeding activation of supratemporal lobe repositions during use of the system, and the data were analyzed by spss

D124 Robotics Lab, Shandong University

                                                                12/2022 – 9/2021

Activities：

-   The ergonomics of the composite continuum robot has been studied, and its hand-held appearance has been innovated into a form that better meets the operating habits of doctors
-   Prototypes of the appearance have been tested to make it easier for doctors to use it during surgery.

Work Experience

AYXR, North Carolina, USA

Product manager / Researcher   Present– 07/2025

-       Led cross-functional development of XR prototypes focused on immersive learning. Conducted user research, interaction design, and AI-driven experience testing. Drove product vision and iterative refinement in a human-centered, self-directed R&D environment.

Haier Intelligent Home, Shandong, China

Product manager   03/2025-09/2024

-       Participate in Haier Smart Home app scene function logic planning, subdividing the basic functions of the scene, drawing product prototype diagrams, designing scene interaction logic, and collaborating with the smart home appliance product department to optimize and iterate the app

Sinopec Petroleum Engineering Geophysical Co., Beijing, China

Internship in the Publicity Department   *03/2024 – 02/2024*

-       Responsible for writing press releases, corporate newsletters, brochures, social media content, etc. to publicize company updates, project progress, technology breakthroughs, and employee stories

-       Proofreading and editing of various promotional materials to ensure accuracy of information and standardization of language

United Nations Development Program Youth co:lab

Coordinator   02/2024 – 11/2023

-       Responsible for matching 131 volunteers, planning the content of volunteer activities, collecting all questionnaires, and tallying the activity information

-       Solve questions and answer questions for volunteers in all activities

Kia (car company)

HMI interface designer (school-enterprise cooperation)   06/2023 – 12/2022

-       Participated in the "Emotional Forest" project, responsible for recognizing the emotion of road conditions and designing the visualization of big data on emotional value of travel, which provides more possibilities for the design of cockpit and HMI interface in the future.

Extracurricular Activities

C&C 2025（SV）Creativity and Cognation   06/2025

CHI 2025（SV），Yokohama, Japan   04/2025

Activity： Supporting the world's leading conference in human-computer interaction (HCI)

International Arctic School HIT Summer 2023，Harbin，China   06/2023 – 07/2023

-       Theme：Arctic Ecological Environment—Sentinel of Global Climate Change

Social practice volunteer，Shandong，China   08/2022 – 07/2022

-       Description：Participated in rural aesthetic education activities and conducted a public welfare hand-painted activity to help beautify rural areas in Si Shui，Jining，Shandong.

Honors And Awards

National Scholarship，China's highest honor for students   10/2022

Shandong Provincial Government Scholarship   10/2023

Merit Student，Shandong university   10/2022

First-Class Scholarship，Shandong university   11/2023

2023 Internet+ Competition for College Students in Shandong Province Gold Award   08/2023

2023 Energy Conservation and Emission Reduction Competition for College Students First Prize   10/2023

2024 Red Dot Award   05/2024

2024 16th User Experience Design Award NATIONAL THIRD PRIZE   12/2024

Skills & Certificates

Language Certificates: IELTS 6.5

Technical Skills: Unity，Spss，Rhino，C4d，Blender，Keyshot，Adobe Photoshop, Illustrator，Premiere Pro，After Effects，Lightroom，XD，Figma，Procreate, Python,Office