Yuhan Wang

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Education

Harvard University 2024-2026
Master of Design Studies (HCI)

New York University 2020-2024
BS Computer Science
BS Interactive Media Art GPA 3.894/4.0

Skills

Technical Skills

Programming

Python, JavaScript, Java, C, C++, Cursor.

Modeling/Design

Rhino (Grasshopper, Enscape, Vray), Unreal Engine, Unity, Maya, Blender.

Media

Figma, Photoshop, Illustrator, InDesign, Premiere.

Design Skills

- UI Design
- HCI and User Experience Design
- Product Design
- Hardware Prototyping
- VR/AR and Game Design
- Software prototyping
- Human-AI Interaction Design

Awards

Asia Design Prize Winner
Prestigious international design award in Asia.

IDA Design Awards Silver Winner
Global cross-disciplinary design award.

MIT Reality Hack Winner
Top XR innovation hackathon worldwide.

Exhibitions

Urbanism\Architecture Bi-City Biennale (UABB) of Shenzhen and Hong Kong
One of the most influential architecture and urbanism biennales in Asia.

SKF/Konstnärshuset
Stockholm's leading contemporary art venues.

KANEKO Museum
A multidisciplinary cultural center dedicated to creativity and innovation.

Working Experience

HDR, Inc. Computational Design Intern 2025.6-2025.8

- Independently developed multiple AI products as a full-stack developer: created a CAD tool for AI-generated 3D modeling and an AI-powered data visualization platform. Conducted in-depth research on novel AI interaction interfaces, achieving deep integration of AIGC and CAD workflows as well as AI agent applications in data visualization. Both applications completed internal testing and were established as core prototypes for future R&D.
- Designed and prototyped an AI interaction hardware device for modeling and rendering; led UX and UI design, built a functional prototype, and prepared it for exhibition at the KANEKO Museum in Omaha, NE.

Tsui Design & Research, Inc. Design Intern 2023.5-2023.8

- Designed, modeled, and rendered architectural projects: used Rhino for freeform surface modeling, Enscape for rendering, and created animation deliverables. Work was exhibited at MoMA, New York.

ODC Studios Design Intern 2021.6-2021.8

- Contributed to Rhino modeling and rendering for JD Industrial Park project in Shenzhen. Designed and laid out the company portfolio, and used Grasshopper to produce data visualizations of past projects.

Research Experience

MIT Media Lab, Tangible Media Group TA & Visiting Student 2025.8-Present

- Teaching assistant for the course Tangible Interfaces, covering tangible user interfaces and physical interaction design. Responsible for research and teaching related to AI interaction and AI UI design.

MIT Design Intelligence Lab Research Assistant 2025.5-Present

- Designed and implemented AI interaction hardware; led AI product design and UX design. Directed the development of an AI-powered projector-based interactive game and published a first-author paper at the top HCI conference UIST.

NYU Future Reality Lab Researcher 2022.11–2025.2

- Led team research and design to iteratively create the modular shape-changing robotic system "Robotecture", exploring applications in XR, gaming, and responsive environments. Published a full paper as first author at the top tangible interaction conference TEI.
- Developed a real-time dance motion capture and remote streaming platform for the University of Arizona TurnUp Festival 2023.

NYU Shanghai Digital Heritage Lab Research Assistant 2022.12-2024.8

- Contributed to Rhino modeling and rendering for JD Industrial Park project in Shenzhen. Designed and laid out the company portfolio, and used Grasshopper to produce data visualizations of past projects.

Publications

1. **Yuhan Wang**, Keru Wang, Zhu Wang, and Ken Perlin. 2025. Robotecture: A Modular Shape-changing Interface Using Actuated Support Beams. In **TEI** '25, Bordeaux / Talence, France.
2. **Yuhan Wang**, Jianuo Xuan. 2025. Roulettective: AI Re-invention of a Vintage Slide Projector as a Tangible Detective Game. In **UIST** Adjunct '25, Busan, Republic of Korea.
3. Qingyun Liu, **Yuhan Wang (Equal Contributions)**. 2025. MemoGlove: Capturing and Recreating XR Memory with Haptic Interaction Traces. In **ISMAR** Adjunct '25, Daejeon, South Korea.
4. **Yuhan Wang** and Jianuo Xuan. 2025. Roulettective: Repurposing a Vintage Slide Projector into an AI-Driven Physical Detective Game. In **NeurIPS**'25, Creative AI Track: Humanity.

Other Experience

Harvard AI Venture Summit 2025 Forum Chair, Marketing Lead

- Led summit preparation and cross-platform promotion; designed branding, logo, and promotional materials.
- Moderated AI Design Forum and held dialogues with industry leaders on cutting-edge AI design trends.
- Gained insights on how AI is reshaping productivity, markets, and vertical industry strategies.

Harvard XR Conference 2025 3D/AR Designer

- Produced AR promotional content for HarvardXR 2025, gaining hundreds of likes across Xiaohongshu, LinkedIn, Instagram; designed conference logo and visual identity.