

Yuhan Wang

Basic Information

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Education

- **Harvard University** Master in Design Studies (Human–Computer Interaction) 2024 - 2026
- **New York University Shanghai** Interactive Media Arts, Computer Science GPA: 3.894/4.0 2020 - 2024

Work 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 the United States.
- **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** Teaching Assistant Aug 2025 – 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 May 2025 – 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 Nov 2022 – Feb 2025
 - **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 Dec 2022 – Aug 2024

- Designed and implemented two **interactive AR experiences** of traditional Chinese timber architecture, handling detailed 3D modeling, rendering, and **Unity scene implementation**. Exhibited at NYU Shanghai and in academic events.

Publications

Focused on **Human–Computer Interaction** research, including **Tangible Interfaces, XR, and AI Interaction**. Published **3 first-author papers/posters** at top conferences, with 1 more under review.

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.

Awards

- **Asia Design Prize Winner** 2025 – Prestigious international design award in Asia.
- **IDA Design Awards Silver Winner** 2025 – Global cross-disciplinary design award (Silver).
- **MIT Reality Hack Winner** 2025 – Top XR innovation hackathon worldwide.

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**.

Skills

- **Technical Skills**
 - **Programming:** Python, JavaScript, Java, C, C++, Cursor.
 - **Modeling/Design Software:** Rhino (Grasshopper, Enscape, Vray), Unreal Engine, Unity, Maya, Blender.
 - **Media Tools:** Figma, Photoshop, Illustrator, InDesign, Premiere.
- **Interaction and Design Skills**
 - Human–Computer Interaction and User Experience Design
 - Virtual environment modeling, product design, hardware interaction
 - VR, AR, and Game Design
- **Computer Science Skills**
 - Familiar with AI, algorithms, data structures, and computer vision
 - Experienced in web front-end development and computer graphics

Summary

Interdisciplinary background in **HCI**, **AI product design**, and **XR/AR/VR interaction development**, with end-to-end project experience spanning **AI hardware design**, **UX research**, **full-stack development**, and **data visualization**. Experience at world-class labs such as **MIT Media Lab**, **Harvard GSD**, and **NYU FRL**, as well as industry practice at **HDR**. Published at top HCI venues including **UIST**, **ISMAR**, and **TEI**.

Recipient of multiple **international design and innovation awards**. Equipped to take on roles such as **Interaction Designer**, **AI Product Manager**, or similar. Combines **technical expertise** and **design thinking** to bridge concept and execution, with strong **independent thinking**, **clear communication**, and a collaborative mindset.