

Yifan (Yvonne) Wang

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EDUCATION

- **City University of Hong Kong** Sep. 2020 - Jun. 2025 (gap Sep. 2023 - Aug. 2024)
Major: BS Creative Media | Minor: Psychology Hong Kong
 - GPA: 3.48/4.3 (Top 10%)
 - Dean's list in 2021/22
 - 4-year member of the CityU Talents Programme, which selects the top 10% of students from different majors and offers interdisciplinary training and small-classroom teaching.
 - Courses: AI Game Programming, Augmented Reality, Hardware Hacking, Multimedia Technologies, Mobile App Development, UX/UI Design, Multimodal Interface Design, Applied Algorithm, Data Structures, Computer Systems, Database Management, Linear Algebra
- **Peking University** Sep. 2023 - Jan. 2024
Visiting Student, Guanghua School of Management Beijing, China
 - Courses: ML & AI, Developmental Psychology, Market Data Analysis
- **McGill University** Jan. 2023 - Apr. 2023
Exchange Student, Faculty of Science Montréal, Canada
 - Courses: Software Systems, Social Psychology, Research Methods in Psychology

SKILLS

- **Programming Languages:** C++, Python, Java, JavaScript, C, Bash
- **Tools and Framework:** SQL, Git, Arduino, Processing, Unity, Android Studio, OpenCV, \LaTeX
- **Interactive Design:** Figma, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe XD
- **Research Skills:** Interview, Storyboarding, Rapid prototyping, Wizard-Of-Oz, Thematic analysis

PREPRINTS

1. **CA+: Cognition Augmented Counselor Agent Framework for Long-term Dynamic Client Engagement**
Yuanrong Tang, Yu Kang, **Yifan WANG**, Tianhong Wang, Lixiu Wu, Chen Zhong, Jiangtao Gong (2025).
Manuscript is under review at *ACM Transactions on Computer-Human Interaction (TOCHI)*.
2. **Understanding Users' Perceptions and Expectations toward a Social Balloon Robot via an Exploratory Study**
Chongyang Wang, Tianyi Xia, **Yifan WANG**, Gang Yu, Zixuan Zhao, Siqi Zheng, Manqiu Liao, Chen Liang, Chun Yu, Yuntao Wang, Yuanchun Shi (2025).
Manuscript is under review at *ACM Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)*.
3. **Will You Follow a Robot Colleague: Understanding the Effects of Intelligence and Enforcement in a Semi-Realistic Dilemma Game**
Chongyang Wang, Manqiu Liao, **Yifan WANG**, Zixuan Zhao, Tianyi Xia, Chen Liang, Chun Yu, Xi Chen, Hangxin Liu, Yuan Gao, Yuntao Wang, Yuanchun Shi (2025).
Preparing for submission to *Science Robotics*.

RESEARCH EXPERIENCE

- **Pervasive Human Computer Interaction Laboratory, Tsinghua University** Jun. 2024 - Sep. 2024
Research Intern Beijing, China
 - Supervised by Prof. Chun Yu and Dr. Chongyang Wang.
 - Designed a semi-realistic dilemma game to explore how dimensions of robotic intelligence influence human collaboration and perception.
 - Developed a control panel for the embodied humanoid robot, enabling real-time management of speech, gestures, movement, and tablet displays.
 - Led an 80-participant study, conducting interviews and statistical analyses to evaluate behavioral and attitudinal outcomes.
 - Developed BalloonBot, an aerial balloon-shaped social robot integrating sensors and a helium balloon, designed for diverse applications in home and work environments.

- Conducted a 33-participant technology-probe study on BalloonBot, employing quantitative and thematic analyses to assess user interactions.

- **Institute for AI Industry Research, Tsinghua University**

Feb. 2024 - Jun. 2024

Research Intern

Beijing, China

- Supervised by Prof. Jiangtao Gong.
- Developed a novel LLM-based counselor framework enhancing multi-turn contextual awareness and personalized mental health support, validated through controlled experiments demonstrating improved client engagement and satisfaction.
- Conducted an extensive literature review, analyzing over 2,000 papers and selecting 300+ references to inform the design of the agent's framework.
- Designed the conversational agent framework based on CBT processes.
- Built structured database to enhance the AI's ability to deliver precise and professional insights.
- Contributed to user study design and data analysis.

WORK EXPERIENCE

- **Laboo (Startup Company)**

Dec. 2023 – Present

Co-Founder

Beijing, China

- Founded a startup addressing mental wellness for university students aged 18–25, with a focus on reducing stigma and fostering consistent engagement through innovative, approachable solutions.
- Conducted market research to identify user preferences, key product features, and barriers to participation in mental health services.
- Developed an AI-powered support system using a cyclic self-help framework to encourage self-disclosure through empathetic, real-time feedback and actionable suggestions.
- Organized creative mindfulness workshops on university campuses, achieving high satisfaction through research-driven and user-centric activity design.

- **Microsoft Asia-Pacific Research and Development Group**

Jun. 2023 – Aug. 2023

Student Intern

Beijing, China

- Built an internal news and events website, enhancing web structure to improve streamline information discovery and user engagement.
- Produced monthly electronic employee newsletters, managing content and refining the user interface to improve readability.

- **China Central Television**

Jul. 2022 – Nov. 2022

Interactive Design Intern

Beijing, China

- Worked for the New Media Department on the "Follow the Book to Travel" program on CCTV 10 - Science and Education Channel.
- Designed and published interactive content, including creative writing, visual dynamic design, and webpage interfaces, coordinating with leaders for feedback and revisions.

EXTRACURRICULAR ACTIVITIES

- **Breadline HK FoodWorks**

Sep. 2022 – Dec. 2022

Volunteer

Hong Kong

- Collected and delivered surplus bread from bakeries to designated locations during evening walks, supporting low-income families, refugees, and the elderly, while helping reduce food waste in Hong Kong.

- **Chinese Student and Scholars Association of CityU**

Sep. 2021 – Jun. 2022

Member of the Public Relations Department

Hong Kong

- Led the organization of a cultural exchange event in collaboration with international student associations, with 200 attendees.

- **My Way BNDS Business Club**

Sep. 2018 – Jun. 2019

Vice President

Beijing, China

- Organized on-campus sales events, promoted through online channels, achieving 20,000 CNY in revenue within 4 hours and reaching an audience of over 8,000.

ADDITIONAL INFORMATION

Languages: Mandarin (native), English (fluent), Cantonese (basic)

Interests: Scuba Diving, Skiing, Pencil Sketch