Chien-Yin Wu

巫芊瑩

Human-computer interaction | Human-centered AI | Cross-cultural communication

wcy881218@gmail.com | chienyinwu.com | ORCID

Education

Master of Information Management — Fall 2024 - August 2026
National Taiwan University

Advisor: Nanyi Bi. Thesis on AI-generated self-interpretations and anticipated self-presentation.

Bachelor of Information Management — Graduated summer 2024
National Taiwan University

Minor in Philosophy.

Exchange student, Computer Science — Spring - summer 2024
KTH Royal Institute of Technology, Sweden

Publications & demonstrations

Chien-Yin Wu, Nanyi Bi. 2026. A study of AI-generated self-interpretations and anticipated self-presentation.

Manuscript under review (title withheld)

Chien-Yin Wu, Nanyi Bi. 2025. Beyond Adaptation: an LLM-Supported Self-Presentation Ideation Tool for Cross-Cultural Mingling.

Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25) · Late-Breaking Work. DOI: 10.1145/3706599.3719929

湯宇, 張韻柔, 邱馨論, 李思穎, 陶俊儒, 周杰穎, Chien-Yin Wu. 2025. Oblivilight: Exploring Forgetting Mechanisms in Generative AI for Emotional Support.

Interactive Demonstration, TAICHI 2025 (OpenHCI 2025)

Role: Co-author; mentored the six-person student team as technical teaching assistant and supported the Arduino implementation

Research experience

Full-time Research Assistant — November 2026 - present
National Taiwan Normal University · NSTC-funded project · Supervisor: Nian-Shing Chen

Implementing a research system for a project funded by Taiwan's National Science and Technology Council (NSTC).

Part-time Research Assistant — September 2026 - January 2027 (expected)
National Taiwan University · Supervisor: Nanyi Bi

Held alongside the full-time position. Conducting interviews and analysis for a qualitative study of how people wait for AI agents to finish delegated tasks.

Graduate Research Assistant — Summer 2024 - August 2026
National Taiwan University · Advisor: Nanyi Bi

Master's thesis: developed a three-stage generative AI pipeline (characteristic extraction, narrative generation, and photo-grounded image rendering) and ran a think-aloud lab study with 20 participants, analyzed thematically; the manuscript is under review. Before that, conducted seven hour-long interviews on cross-cultural mingling and built an LLM-supported self-presentation ideation prototype, published at CHI EA 2025.

Undergraduate Research Assistant — Summer 2022
National Taiwan University · Advisor: Lung-Pan Cheng

Designed and conducted experiments with 15 participants for a perspective-switching projection system in virtual reality.

Undergraduate Research Assistant Spring - summer 2022
National Taiwan University · Advisor: Ling-Chieh Kung

Built a rider arrival-rate prediction model for Global Express using Lasso and Ridge regression to support operational planning.

Experience & service

Work experience

InnoServe Intern Spring 2026 - October 2026
Jubo Health

Automated order processing via APIs and consolidated the sales rules.

Part-time Frontend Developer Fall 2022 - spring 2023
Junyi Academy

Developed a frontend application that supports teachers in recording students' non-cognitive development.

Frontend Developer Intern Summer 2022 - summer 2023
LINE Taiwan

Developed frontend modules for LINE TODAY with Nuxt.js and explored frontend SEO improvements.

Student Consultant Fall 2021 - spring 2022
Smart Daily & beBit

Conducted 12 user interviews, identified more than 30 pain points, and facilitated a solution workshop with 10 company staff members.

Teaching

Teaching Assistant Fall 2025
National Taiwan University

Cross-Cultural Communication & Management (English-medium instruction); Entrepreneurship and What's Next.

Technical Teaching Assistant Summer 2025
OpenHCI 2025

Guided a six-person student team from ideation to an Arduino prototype; the project was shown as a demo at TAICHI 2025.

Teaching Assistant Spring 2025
National Taiwan University

Big Data & Business Analytics.

Technical Teaching Assistant Fall 2022
National Taiwan University

User Interface Design.

Leadership & service

Workshop Instructor Spring 2023
Taiwan FactCheck Education Foundation

Designed and led three in-person, half-day workshops on digital literacy and fact-checking for older adults.

Lead Coordinator Spring - summer 2022
OpenHCI

Organized a five-day human-computer interaction workshop for 105 participants.

Web Developer Volunteer Spring - summer 2022
Teach for Taiwan

Researched web frameworks for the team and wrote the technical documentation.

Projects

BrushaMood Spring 2025
An interactive music device for indirect expressions of care within families. Choosing a mood while dispensing toothpaste plays music from playlists that family members curated, for the two minutes of brushing. A Social Design course project.

Built the working prototype, in which mood buttons trigger playback, with Arduino, Raspberry Pi, and the Spotify API. Contributed to problem framing, user journey mapping, and prototype design.

Immersive theatre from the perspective of the deceased Spring 2025
A spatial storytelling piece by a three-person team in an interdisciplinary arts course. The audience sits in a space staged as a columbarium and watches prerecorded stories of visitors from the position of those being remembered.

Contributed to the concept, narrative, script, and spatial arrangement. Edited and post-produced the video and supported filming.

Pathfinder 2021
A mobile application helping students write academic portfolios and explore suitable majors based on their records.

Developed a classification model using Natural Language Inference and deployed it on AWS. The project received Second Prize in the InnoServe Awards IP category and was a finalist in the QS-Wharton Reimagine Education Awards.

GOTCHA 2021
"Got you in charity!" A mobile application prototype addressing uneven fundraising among small nonprofit organizations.

Identified six pain points and three positive aspects of fundraising through more than 400 survey responses and three interviews. Received the HTC Prize at the Trans Action Award.

Dormy, be your homie Winter 2021
A service-matching website helping National Taiwan University dormitory residents meet their everyday needs.

Conceived and developed the platform with React.js.

Swappy 2021
A mobile application encouraging people to exchange unused items through decluttering challenges and barter-based groups.

Designed the prototype and developed the frontend. Received an Honorable Mention in the APP Mobile Application Innovation Competition.

Habitra, habit tracker Winter 2021
A website helping people form habits by gathering with others and setting goals.

Conceived and developed the website with React.js.

Honors & awards

Garmin Scholarship 2025
NT$100,000 scholarship recipient.

InnoServe Awards 2021
Second Prize, IP category.

QS-Wharton Reimagine Education Awards 2021
Finalist.

APP Mobile Application Innovation Competition 2021
Honorable Mention.

Trans Action Award 2021
HTC Prize.

Skills & languages

Qualitative methods: Semi-structured interviews, think-aloud sessions, thematic analysis, workshop facilitation.

Quantitative methods: Survey design, experimental design, ANOVA, regression.

Design & prototyping: Figma, interface prototyping.

Physical computing: Arduino, Raspberry Pi.

Frontend: JavaScript / TypeScript, React, Next.js, Vue / Nuxt.js.

Backend & cloud: Python, Node.js, PostgreSQL, AWS, GCP.

AI & machine learning: LLM API integration, PyTorch, scikit-learn, NumPy, pandas.

Languages: Mandarin Chinese (native); English (TOEFL iBT 106).