Yuhan Wang

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Education

MIT Media Lab 2025-2026
Media Arts and Sciences

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

MIT AI Hardware Hack Winner
Featured by Anthropic official account.

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.

Other Experience

Harvard AI Venture Summit 2025
Forum Chair, Marketing Lead

Harvard XR Conference 2025
3D/AR Designer

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 Visiting Student & TA 2025.8-Present

- Built research projects related to Human-AI interaction, AI interface design and AI hardware design. Published at top HCI and AI conferences CHI, UIST, DIS, and CVPR.
- Developed a tangible co-ideation system that reframes LLM prompting as embodied interaction, integrating RAG-based AI mentors for multi-user collaborative creativity.
- Designed a tangible AI interface that transforms embodied calligraphic gestures into real-time generative visuals and sound.

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. **Yuhan Wang**, Qingyun Liu. 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, San Dlego, USA.
5. Chuanqi Sun, **Yuhan Wang** *(equal contributions)*, Quincy Kuang, Hiroshi Ishii. 2026. Dream Brush: Generative Painting with Chinese Calligraphy. In **DIS** Adjunct'26 , Singapore.
6. Yuqing Li, Quincy Kuang, Paul-Peter Arslan, **Yuhan Wang**. 2026. Tangible Co-Ideation: Designing Embodied Prompting for Creative Thinking with Large Language Models. In **DIS** Adjunct'26, Singapore.
7. Eitan Wolf, Yasith Samaradivakara, Om Gokhale, Sally Ahmed, **Yuhan Wang**, Pat Pataranutaporn, and Pattie Maes. 2026. Seeing Is Not Believing: Realistic AI Videos Disrupt Confidence in Authentic Videos and Perceived Reality. In **CHI** EA '26, Barcelona, Spain.