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| Education | Oct 2023 Feb 2025 | UNIVERSITY OF ARTS LONDON MERIT DEGREE MA USER EXPERIENCE DESIGN <ul style="list-style-type: none"> • GPA: B+ (Quantitative GPA evaluation not provided by our college). • Multiple commercial professional projects with industrial partners. |
| | Sept 2019 July 2023 | XI'AN JIAOTONG-LIVERPOOL UNIVERSITY & LIVERPOOL UNIVERSITY FIRST CLASS HONOUR IN BENG DIGITAL MEDIA TECHNOLOGY <ul style="list-style-type: none"> • GPA: 77% (3.92/4.0 in US, 4.0/4.0 If Excluding Foundation Year, Top1 in 52) • Awards: Best Overall Performance Award 2023, University Academic Achievement Awards 2022, 2021. • Related Courses: Java/Python Programming(83%), Mobile Computing(85%), Game Design(81%), Human-Centric Computing(81% Rank 1/83), Information Retrieval(91%). |
| Publication | Aug 2023 | <u>Interactive Visualization of Sport Climbing Data.</u> Fangze Qiu; Yue Li; INTERACT 2023 - IFIP Conference on Human-Computer Interaction 2023 (CCF Class C Conference) |
| | Dec 2024 | <u>Digital Corpse Donator: Caring Digital Burial Process.</u> Fangze Qiu; Yue Li; Chinese CHI 2024 |
| | Oct 2022 | <u>A Re-configurable Interaction Model in Distributed IoT Environment.</u> Fangze Qiu; Huaxiao Huang; Yuji Dong; CyberC 2022 - International Conference on Cyber-Enabled Distributed Computing and Knowledge Discovery |
| Research | Oct 2025 Now | Facing Existential Crisis with LLM-Powered Agent Mentor: Renwen Zhang; WKWSCI, Nanyang Technological University. <ul style="list-style-type: none"> • Currently conducting preliminary research on AI agents mediating human experiences of existential crisis. |
| | May 2025 Nov 2025 | Silent Reconnections: East Asian Perspectives on Managing Posthumous SNS Profiles Mentor: Ray LC; School of Creative Media, City University of Hong Kong. <ul style="list-style-type: none"> • Led Semi-structured interviews (n=20) regarding cross-cultural approaches of digital remains management. • Coded and thematically analyzed qualitative data to identify emergent patterns in stewardship, memorialization, and identity continuity. |
| | March 2023 Sept 2023 | Data Visualization of IFSC Sport Climbing Competition and Athlete Data Mentor: Yue Li; School of Advanced Technology, Xi'an Jiaotong-Liverpool University. <ul style="list-style-type: none"> • Developed D-IFSC, an interactive sport climbing data platform using HTML/CSS/JavaScript, improving accessibility and engagement for users with diverse demographics . • Independently extracting, pre-processing and analysing athlete data (n=1683, p = 15 max) using Python and Selenium. • Designed and iteratively optimized interactive domain-specific visualizations using Tableau & AmChart JS Library and validated its effectiveness through a user study (N=23), showing significant improvements over the baseline in aesthetics (↑1.47), usability (↑1.14), and usefulness (↑1.61), all p < 0.001. |
| | Aug 2022 Nov 2022 | Distributed User Interface Framework for IoT Multi-Devices Environment Mentor: Yuji Dong; School of Internet of Things, Xi'an Jiaotong-Liverpool University. <ul style="list-style-type: none"> • Developed UniEM in Java, a interaction model for real-time reconfiguration of Distributed User Interfaces across dynamic IoT environments. • Configured core functionality of UniEM framework with modular structure allowing adaptive UI distribution based on user preferences, accessibility, and context. • Developed a mobile app of video migration based on UniEM framework, validated its effectiveness by leading a experiment simulating educational scenarios. |
| Professional Projects | March 2025 Now | LLM-Powered Multi-Purpose Agent Applications on Discord Client: Individuals <ul style="list-style-type: none"> • Build LLM embedded agent application to cater specific tasks on Discord. • Bot 1: A role-playing Discord bot for customizable, real-time character adaptation and emotional support. <ul style="list-style-type: none"> • Developed with context engineering and dual-model coupling for dynamic persona control and sustained memory. • Integrated LoRA fine-tuning, async prompt distillation, and iterative injection to enhance performance while minimizing cost. Reduce API deposit cost for 20-30%. • Bot 2 - A Discord game assistant for Game Strategy Retrieval using RAG. <ul style="list-style-type: none"> • Developed a RAG-based LLM Discord bot using Sentence_Transformer and ChromaDB to retrieve semantically relevant game lore and mechanics. • Enhance RAG performance via re-ranking & document argumentation. |

Feb 2024
March 2024

Digital Corpse Donator: Caring Digital Burial Process

Client: Axa Health UK, London

- Conceptualized and designed the Digital Corpse Donator, an interactive experience where users curate, revise, and donate their posthumous data via digital interfaces to create social impacts through personalized contributions.
- Designed and led a activity-based workshop to conduct user research (n=41). Ensure ethical data handling and a usable digital interface through **interviews, directed storytelling, cognitive walkthrough, and quantitative analysis.**

Apr 2024
June 2024

Lumen: A Light Management Platform

Client: Tala Light UK, London

- Conducted **market and user research** on light intake and management, producing analytic reports to guide product development and marketing.
- Designed and led **pilot study and workshops**, defining core concepts and design principles based on the Light-Time Impact model and created an Semi-Swiss-Cheese assessment model to estimate the risk of Seasonal Affective Disorder.
- Explored innovative interfaces for human-light communication: testing light-audio spectrum transition, Algae-oxygen based light translation.

Related Coursework

2022

One Click

Role: Group Leader; App designer; Developer;

- Led the design and development of OneClick, an **Android app** inspired by iOS Shortcuts, allowing users to customize shortcuts for quick access to apps and actions.
- Architected the system using **OOP principles**, implementing features including gesture recognition and floating windows. Designed data structures for storing shortcuts, enabling lightweight, real-time shortcut management.
- Utilized **participatory design** method in process, repeatedly researched through **questionnaire, interview and observation** to enhance usability.

2022

TCP based LEFT Files Sharing Protocol Using Python

Role: Developer;

- Independently engineered a custom TCP-based file synchronization protocol in Python, featuring optimized buffer management, break-point detection, and stateful session handling to maximize transfer throughput and ensure data integrity. Marked 97 out of 100 in stress-testing.
- Applied OOP to structure core components: File Scanner, Listener, and Downloader.
- Developed a custom header system for file chunking and error detection, improving memory efficiency and preventing data loss or transfer loops.

2023

Torch - Smart Vibration-Feedback Guiding Glove for Visually-Impaired Group

Role: Group Leader; Physical Prototype Builder;

- Identified the pain point of prominent visibility in existing assistive devices for users with a high need for self-independence through interviews and contextual inquiry.
- Engineered an infrared-based physical system converting distance data into nonlinear vibrotactile feedback. Optimized haptic signal intuitiveness under complex conditions through user research.
- Implemented the design using **Arduino**. Developed an asynchronous monitoring system that adjusts sampling based on oscillation amplitude to deal with perforated structures when guiding.

2023

Maple Valley

Role: Game Designer; Scripter;

- Developed a immersive **Virtual Reality (VR)** game that highlight exploration, gathering, crafting, and building using **Unity 3D and C++ scripting**.
- Designed and implemented a VR-adaptive inventory interaction system using position-based detection, enabling intuitive, low-friction user control aligned with natural behaviors.

Internship

June 2021
Sep 2021

SHANGHAI NEWTOUCH SOFTWARE DEVELOPING COMPANY SOFTWARE ENGINEERING INTERN

- Designed an internal management web for a local bank, focusing on usability and operational efficiency.
- Proposed and implemented front-end solutions using HTML, CSS, and JavaScript.
- Assisted in testing and validating SQL database integration and functionality.

Language & Skill

IELTS

Total 7.5 (Listening:9.0 Reading:8.5 Writing:6.5 Speaking:6.5)

Design

Figma; Unity3D; Blender; Touch Designer; Photo Shop, Premiere Pro, Light Room, In Design, Illustrator;

Programming

Python, Java, HTML, CSS, JavaScript, C/C++ (In Unity & Arduino), LLM Agent Development (In python), Context-Engineering