YINGZHEN CAO

Address: 8125, 48th Ave, College Park, MD20740

Email: yingzhencao@outlook.com **Tel.:** 240-481-9517

EDUCATION

✧ University of Maryland, College Park　　　　　　　　September 2023 - May 2025 (Expected)
MS in Human-Computer Interaction
GPA: 4.0/4.0
Core Modules: User Research Methods, Digital Ethnography, Interactive Design, Data Visualization

✧ The Chinese University of Hong Kong, Shenzhen　　　　　　September 2019 - June 2023
BSc in Applied Psychology
Core Modules: Psychological Testing, Psychology of Aging, Biological Psychology, Lifespan Development, Cognitive Psychology, Analytical Writing

WORK EXPERIENCE

✧ Human Computer Interaction Lab, UMD　　　　　　　　　Feburary 2024 - Present
Graduate Research Assistant
· Conduct literature reviews about project-related Large language models(LLMs) researches
· Exmaine and verify LLM generated results with original content and manual results
· Assist teammates to construct and adjust indexing rules of the LLMs tool
· Design a problem analogy retriever tool supported by the LLM

✧ Human-Crypto Society Laboratory, CUHK(SZ)　　　　　　November 2022 - July 2023
Undergraduate Research Assistant
· Provide research support by conducting literature searches and reporting compiled results
· Discuss with the team on project timelines and identify key objectives
· Conduct user research on the target group (Chinese elders) focusing on user behaviors
· Collaborate with lab team to create game prototypes and collect user testing data

✧ DailyLive, Shenzhen, China　　　　　　　　　　　　　June 2022 - September 2022
User Experience (UX) Intern
· Performed literature reviews for insights on E-commerce virtual live streamers
· Conducted UX research through competitive analyses and user interviews
· Collaborated with developers to generate and optimize the user flow
· Created wireframes with Axure and prototypes with Figma for the web application

✧ Versee, CUHK(SZ)　　　　　　　　　　　　　　　　August 2022 - September 2022
User researcher, VR murder mystery game "The Fall"
· Executed literature reviews on problems and solutions of VR game experiences
· Organized eight user testing sessions on a game demo with forty players in total
· Held focus group interviews with players after user testing
· Reported player feedback both qualitatively and quantitatively to internal stakeholders

✧ BuBu Station, CUHK(SZ)　　　　　　　　　　　　　October 2019 - December 2021
Student Entrepreneur
· Optimized the enterprise structures by partnering with marketing, publicity, service, and finance departments

- · Met monthly with collaborating driving schools to report consumer feedback
- · Conversed with marketing department regularly about strategies and advertising events based on seasonal market needs
- · Delegated work between different departments to ensure the work process was in line with the schedule

SKILLS AND INTERESTS

- ✧ Qualitative Study: Ethnography, Survey, Semantic Analysis, Interview, Focus Group,
- ✧ Quantitative Study: SPSS, Qualtrics, Airtable, Microsoft 365 Suite
- ✧ Design Skills: Figma, Axure, Procreate
- ✧ Interests: Tennis, Football, Cooking, Craft, Ping-pong