Zhiping(Arya) Zhang *Seeking '24 RA and '25 PhD Opportunities*

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Research Interests	HCI, Human-Robot Interaction, Embodied Interaction, Behavior Change, Health and Wellbeing, Responsible Technology, Research through Design

Education	**Eindhoven University of Technology** (TU/e) Sept 2018 - Aug 2020 M.Sc. in Industrial Design, HCI Design Research Direction Supervisor: Dr. Emilia I. Barakova **University of Liverpool** (UoL) Sept 2014 - Jul 2018 **Xi'an Jiaotong-Liverpool University** (XJTLU) (Dual degree) B.Eng. in Industrial Design, First Class Honours, Rank 1 Supervisor: Dr. Martijn ten Bhömer

Research Experience	**Human-Centered AI Lab, Northeastern University** May 2023 - Present Leaded human-centered research on responsible large language models, advised by Dr. Tianshi Li. Paper will be published in CHI'24. **Social Robotics Lab, TU/e** Feb - Jun 2019 Worked on social robot for children instrument practicing. Robot role design and behavior programming based on social facilitation theory. Conducted field test with Wo-Z method. Co-authored paper published in HRI'20. **Digital Manufacturing Lab, XJLTU** Jul - Sept 2017 Worked on personalized smart textile biofeedback for yoga guidance. Developed soft electronic facbric prototype based on research.

Publications	**"It's a Fair Game", or Is It? Examining How Users Navigate Disclosure Risks and Benefits When Using LLM-Based Conversational Agents** *Zhiping Zhang*, Michelle Jia, Hao-Ping (Hank) Lee, Bingsheng Yao, Sauvik Das, Ada Lerner, Dakuo Wang, Tianshi Li. to appear at CHI 2024 **Human-Centered Privacy Research in the Age of Large Language Models** Tianshi Li, Sauvik Das, Hao-Ping (Hank) Lee, Dakuo Wang, Bingsheng Yao, *Zhiping Zhang* to appear at CHI 2024 **Robot role design for implementing social facilitation theory in musical instruments practicing** Heqiu Song, *Zhiping Zhang*, Emilia I. Barakova, Jaap Ham, Panos Markopoulos In Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction (HRI '20).

Industry Experience	**AI Product Manager**, *Fiture*	Sept 2021 - Apr 2023

Exploration with cutting-edge technologies for AI-power home gym equipment. To bridge the gap between algorithm development and real products.

NLP: define and design Voice Assistant with intuitive natural language interactions, system control, course search and recommendation system.

CV: AI coaching mode for fitness. Research and design multimodal interactive system with real-time motion capture technology and action recognition algorithm.

User Experience Designer, *Alibaba*   Sept 2020 - Sept 2021

User research and UX design for multi-role collaborative enterprise system.

Intelligent Purchasing Conversational Agent: implemented conversational interaction to aid purchasers in pinpointing needs and enhancing their work experience. User satisfaction increased by 22% after launch.

User Experience Intern, *Alibaba*   Summer 2019

User research and design for enterprise intelligent system.

Product Manager Intern, *iDreamer 3D*   Summer 2016

Developed STEM+Art education product (3D printing, smart electronic circuits) to cultivate problem solving capacity and design thinking of 6-12 years old children.

Awards & Grants		
IF Design Award Winner		2024
Reddot Award Winner		2023
IF Talent Award Winner		2020
Alibaba & Government High-level Talents Grant (¥100,000)		2020
China-U.S Young Maker Competion Final Excellence Award (¥50,000)		2018
Best Overall Academic Performance, XJTLU		2018
Academic Achievement Award, XJTLU Scholarship (¥10,000)		2017
Academic Excellence Award, XJTLU Scholarship (¥5,000)		2016
COMAP's Interdisciplinary Contest in Modeling - Achievement Meritorious Winer		2016

Technical Skills

Design

Unreal Metahuman • Blender • Rhino • KeyShot • Pro/ENGINEER • Adobe PS • Illustrator • AE • PR • Figma • Sketch

Programming

Python • Java • JavaScript • HTML/CSS • p5.js • Processing • SociBot • Physical Computing(Arduino) • R Studio • SPSSStatistics • LaTeX

Experience

Research through Design • User Studies • Mixed Method • Data Analysis • Multimodal User Interface • Tangible Interaction Design and Prototying • Web & App