

# Mi (Mia) Feng

PHD STUDENT · INTERACTIVE VISUALIZATION RESEARCH

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## Education

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### Ph.D. in Computer Science

WORCESTER POLYTECHNIC INSTITUTE (WPI)

**Research Topic:** Interactive Visualization **Advisor:** Prof. Lane Harrison

Worcester, MA, USA

Jan. 2016 - Present

### M.S. in Computer Science

WORCESTER POLYTECHNIC INSTITUTE (WPI)

**Research Topic:** Virtual Reality **Advisor:** Prof. Robert Lindeman

Worcester, MA, USA

Aug. 2013 - Dec. 2015

### B.E. in Software Engineering (Media Art and Science)

TONGJI UNIVERSITY (TJU)

**GPA:** 4.69/5.0

Shanghai, China

Sept. 2009 - Jun. 2013

**Selected Courses:** Object-Oriented Programming, Algorithm Design and Analysis, Human-Computer Interaction, Bio-visualization, Computer Graphics, Computer Vision, 3D Modeling and Visualization, Machine Learning.

## Academic & Professional Experience

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### ACADEMIA

#### Worcester Polytechnic Institute

RESEARCH ASSISTANT

- Advised by Prof. Lane Harrison.
- Researching on understanding and supporting users' explorations of interactive visualizations on the web.

Worcester, MA, USA

Aug. 2016 - Present

#### Worcester Polytechnic Institute

TEACHING ASSISTANT

- Assisted courses including Computer Graphics, Computer Animation, Game Development, Foundations of Computer Science, Software Engineering, Webware, etc.

Worcester, MA, USA

Aug. 2014 - May. 2016

#### Worcester Polytechnic Institute

RESEARCH ASSISTANT

- Advised by Prof. Robert Lindeman.
- Developed VR wind and floor vibration sensory feedback systems, including hardware and software.

Worcester, MA, USA

Nov. 2013 - Aug. 2014

### INTERNSHIPS

#### Pacific Northwest National Laboratory

PHD INTERN

- Worked at the Visual Analytics group.
- Participated in the design of visual analytics for two use cases (1) event detection from electron microscopy video streams (EM), (2) insider threat detection on the cloud (ITDC).

Richland, WA, USA

Summer 2017

#### Bosch Research and Technology Center

AR INTERN

- Worked at the Visual Computing group.
- Implemented multi-modal interaction for augmented reality applications, integrating the gesture and speech input components.

Palo Alto, CA, USA

Summer 2016

#### iD Tech

TECH INSTRUCTOR

- Worked at Game Design & Development Academy (students' ages 13-18).
- Instructed two courses (1) Game Programming for iOS & Android with Unity and (2) Game Programming with C++.

Cambridge, MA, USA

Summer 2015

#### eBay Inc.

INTERN

- Worked at the Mobile Classifieds team.
- Developed the automation test for mobile web and mobile app.

Shanghai, China

Jul. 2012 - Mar. 2013

## Publications & Posters

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### JOURNAL & CONFERENCE FULL PAPERS

- **Mi Feng**, Cheng Deng, Evan M. Peck, Lane Harrison. The Effects of Adding Search Functionality to Interactive Visualizations on the Web. *In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI)*, 2018.
- Lyndsey Franklin, Megan Pirrung, Michelle Dowling, **Mi Feng**, and Leslie Blaha. Toward a Design Space for Cyber Security Visualizations Using Threat Models and Human-Centered Design. *IEEE Symposium on Visualization for Cyber Security (VizSec)*, 2017.
- **Mi Feng**, Cheng Deng, Evan M. Peck, Lane Harrison. HindSight: Encouraging Exploration through Direct Encoding of Personal Interaction History. *IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis)*, 2016.
- **Mi Feng**, Arindam Dey, Robert W. Lindeman. An Initial Exploration of a Multi-Sensory Design Space: Tactile Support for Walking in Immersive Virtual Environments. *IEEE Symposium on 3D User Interfaces (3DUI)*, 2016.

### POSTERS

- **Mi Feng**, Cheng Deng, Evan Peck, Lane Harrison. The Impact of Text-based Search in Interactive Data Visualizations on the Web. *IEEE Conference on Information Visualization (InfoVis)*, 2017.
- Michelle Dowling, Lyndsey Franklin, **Mi Feng**, Meg Pirrung, Robert Jasper, Joseph Cottam, Leslie Blaha. Exploring the Design Space for Cyber Alerts in Context. *IEEE Symposium on Visualization for Cyber Security (VizSec)*, 2017.
- **Mi Feng**, Robert W. Lindeman, Hazem Abdel-Moati, Jacob C. Lindeman. HapticChairIO: A System to Study the Effect of Wind and Floor Vibration on Spatial Orientation in VEs. *IEEE Symposium on 3D User Interfaces (3DUI)*, 2015.

## Honors & Awards

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|------|--|---------------------------|
| 2017 | <b>Participant</b> , Doctoral Colloquium, IEEE VIS Conference      | <i>Phoenix, AZ, USA</i>   |
| 2015 | <b>1st Place</b> , GRIE Poster Symposium Finals, WPI               | <i>Worcester, MA, USA</i> |
| 2014 | <b>Recipient</b> , Research Poster Award, CS Department, WPI       | <i>Worcester, MA, USA</i> |
| 2012 | <b>Recipient</b> , Google Anita Borg Scholarship, Google Inc.      | <i>Shanghai, China</i>    |
| 2011 | <b>1st Prize</b> , Learning Scholarship, TJU                       | <i>Shanghai, China</i>    |
| 2011 | <b>Recipient</b> , Santander-BCC Exchange Program Scholarship, TJU | <i>Shanghai, China</i>    |
| 2010 | <b>3rd Prize</b> , College Students' Programming Contest, TJU      | <i>Shanghai, China</i>    |

## Service

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### VOLUNTEERING

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|------|--|---------------------------|
| 2016 | <b>Student Volunteer</b> , IEEE VIS Conference 2016        | <i>Baltimore, MD, USA</i> |
| 2015 | <b>Volunteer</b> , WPI High School Programming Competition | <i>Worcester, MA, USA</i> |
| 2015 | <b>Student Volunteer</b> , IEEE VR/3DUI Conference 2015    | <i>Provence, France</i>   |
| 2014 | <b>Student Volunteer</b> , IEEE VR/3DUI Conference 2014    | <i>Minnesota, MN</i>      |

### REVIEWING

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|------|--|
| 2017 | ACM Conference on Tangible, Embedded and Embodied Interactions (TEI) |
| 2017 | IEEE Conference on Virtual Reality (VR)                              |