

Mi (Mia) Feng

PHD STUDENT · INTERACTIVE VISUALIZATION RESEARCH AND DEVELOPMENT

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Education

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

ACADEMIA

Worcester Polytechnic Institute, VIEW Lab

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, HIVE Lab

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

Twitter Inc.

VISUALIZATION INTERN

- Worked at the Visualization team, Analytics group.
- Designed and implemented a visual analytics system that assists at-a-glance identification of leading indicators of the OKR metrics.

San Francisco, CA, USA

Summer 2018

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

Shanghai, China

Jul. 2012 - Mar. 2013

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

Publications & Posters

JOURNAL & CONFERENCE FULL PAPERS

- **Mi Feng**, Evan M. Peck, Lane Harrison. Patterns and Pace: Quantifying Diverse Exploration Behavior with Visualizations on the Web. *IEEE Transactions on Visualization and Computer Graphics (Proc. InfoVis)*, 2018.
- Zhu, Bolin, **Mi Feng**, Hannah Lowe, Jeffrey Kesselman, Lane Harrison, and Robert E. Dempksi. Increasing Enthusiasm and Enhancing Learning for Biochemistry-Laboratory Safety with an Augmented-Reality Program. *Journal of Chemical Education*, 2018.
- **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

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

Service

VOLUNTEERING

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

REVIEWING

2018	IEEE VIS (InfoVis)
2017	ACM Conference on Tangible, Embedded and Embodied Interactions (TEI)
2017	IEEE Conference on Virtual Reality (VR)