Siyi Zhu

Ph.D. Candidate in HCI at University of Maryland
513-888-2833 | zhusy@umd.edu | www.siyizhu.net
4130 Campus Dr. Hornbake Library South Wing, College Park, MD 20742
Immersive Interaction, Personal Knowledge Management, User Experience Research

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Education

Aug 2022 - Present — Ph.D., Human Computer Interaction
University of Maryland
Advisor: Joel Chan

Aug 2019 - Apr 2021 — M.Des., User Experience Design
University of Cincinnati
Thesis: Individual Contribution to Team-based Collaboration in A Virtual Work Environment
Committee: Peter Chamberlain (chair), Yong Gyun Ghim

Sep 2015 - Jun 2019 — B.Eng., Mechanical Design, Manufacturation, and Automation
Chengdu University
Thesis: A Novel Buckwheat Harvesting Reel System
Advisor: Luping Gan

Employment

Aug 2021 - May 2022 — UX/UI Designer
Innovative Clinical Data Capture and Using Lab, University of Cincinnati

Oct 2018 - Mar 2019 — Industrial Design Intern
Chengdu Oii Design Co., Ltd.

Publications

Zhu, S., and Chan, J. 2025. Sense and Sensability: Exploring Future Immersive Environments for Scholarly Sensemaking. In Proceedings of the 2025 Conference on Creativity and Cognition (C&C '25). Association for Computing Machinery, New York, NY, USA, 886–901. https://doi.org/10.1145/3698061.3726952

Zhu, S., Haisfield, R., Langen, B., Chan, J. (2024). Patterns of Hypertext-Augmented Sensemaking. In Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST '24). Association for Computing Machinery, New York, NY, USA, Article 143, 1–17. https://doi.org/10.1145/3654777.3676338

Zhu, S., & Chan, J. (2023). Exploring Distributed Synthesis: In-Progress Findings from Guided Tours of Scholarly Knowledge Synthesis Work Practices with A Distributed Lens. In Computer Supported Cooperative Work and Social Computing (pp. 328-332).

Zhu, S., Vennemeyer, S., Xua, C., Wu, D.. (2023), Adopting a metaverse-based workspace to support research team collaboration: a pilot study from an academic health informatics laboratory, JAMIA Open, Volume 6, Issue 1, April 2023, ooad010, https://doi.org/10.1093/jamiaopen/ooad010

Zhu, S., & Ghim, Y. G. (2021). Shape-Changing Control Interface Design: Augmenting Physical Affordances to Enhance a Digital Interface Experience in Cross-Device Interaction. In International Conference on Applied Human Factors and Ergonomics (pp. 24-31). Springer, Cham.

Vennemeyer, S., Kinnear, B., Gao, A., **Zhu, S.**, Nattam, A., Knopp, MI., Warm, E., Wu, D.. (2023) User-Centered Evaluation and Design Recommendations for an Internal Medicine Resident Competency Assessment Dashboard. Appl Clin Inform. 2023 Oct;14(5):996-1007. doi: 10.1055/s-0043-1777103. Epub 2023 Dec 20. PMID: 38122817; PMCID: PMC10733060.

Skills

Qualitative Analysis	NVivo, Obsidian
Development	Python, HTML, CSS, Unity
2D Design	Figma, Adobe Illustrator, Adobe Photoshop, Adobe Indesign, Adobe XD
3D Design	Solidworks, Rhino, Keyshot
Video/Animation	Adobe Premiere Pro, Cinema 4D

Creative Work

April 2022 ResDash
Web-based Interface, Resident Assesment System

Dec 2021 Tangible Dial
Concept Design, Tangible User Interface
https://www.siyizhu.net/projects/TangibleDial/TangibleDial.html

Oct 2020 I'm Still Surviving
Website, Digital Exhibition
https://www.stillsurviving.net

Teaching Assistant

Fall 24', Spring 25' User-centered Design
College of Information, University of Maryland

Fall 22', Spring 23' Decision Making in Information Science
College of Information, University of Maryland

Service

May 2024 - Present Speaker Series Coordinator
Organizational Teams & Technology Research Society, University of Maryland

Honors and Awards

May 2024 Summer Research Fellowship
Graduate School, University of Maryland

Aug 2022 - May 2024 Dean's Fellowship
College of Information, University of Maryland

Sep 2020 The Judith Smith Koroscik Graduate Fellowship
College of Design, Architecture, Art, and Planning, University of Cincinnati

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