

# Jieyu Zhou

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## Education

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08.2023-Present	<b>Georgia Institute of Technology</b>	Advisor: Christopher J. MacLellan	Ph.D. of Computer Science
08.2021-05.2023	<b>Carnegie Mellon University</b>		Master of Computation Design
09.2016-06.2021	<b>Southeast University, China</b>		Bachelor of Architecture
01.2019-06.2019	<b>University of California, Berkeley</b>		Exchange Program

## Research Experience

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08.2023-Present	<b>Research Assistant, School of Interactive Computing, Georgia Tech</b>		Atlanta, GA
	Advisors: Christopher J. MacLellan		
	<ul style="list-style-type: none"><li>Led the research project of developing a text-based task-oriented agent, Verbal Apprentice Learner (VAL) with neuro-symbolic knowledge. Developed the interface for its error recovery and condition learning functions based on user studies.</li><li>Generated design guidelines for task-oriented chatbots implemented in multiple areas, such as public service and game environments, through qualitative and quantitative methods, including semi-structured interviews, co-design, statistical modeling, experiment design, etc.</li></ul>		
08.2021-05.2023	<b>Research Assistant, Human-Computer Interaction Institute, Carnegie Mellon University</b>		Pittsburgh, PA
	Advisors: Prof. Kenneth Holstein, Prof. Motahhare Eslami, Prof. Nikolas Martelaro		
	<ul style="list-style-type: none"><li>Led a project on using civic technology to inform community members about public-facing algorithms. Conducted workshops to co-create an ideal way to learn about public algorithms with community members.</li><li>Researched on how to collect community members' feedback in an attractive and low-cost way. Designed tangible poster templates to collect public attitudes using Arduino GSM modules and LED lights.</li></ul>		
09.2019-03.2021	<b>Research Assistant, Architectural Algorithms &amp; Applications Lab, Southeast University</b>		Nanjing, China
	Advisors: Prof. Li Li, Prof. Biao Li		
	<ul style="list-style-type: none"><li>Based on first-hand community working experience, created a platform to co-generate urban plans for grassroots, where a machine learning model can autocomplete the schemes and statistical models can evaluate the scheme.</li></ul>		

## Publications

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**Jieyu Zhou**, Christopher MacLellan. 2024. Improving Interface Design in Interactive Task Learning for Hierarchical Tasks based on a Qualitative Study. In The 37th Annual ACM Symposium on User Interface Software and Technology (UIST Adjunct '24)

**Jieyu Zhou**, Rui Shen, Yue You, Carl DiSalvo, Christopher MacLellan. 2024. Improving Public Service Chatbot Design and Civic Impact: Investigation of Citizens' Perceptions of a Metro City 311 Chatbot. [under review]

**Jieyu Zhou**, Baoliang Yu, Li Li. 2020. Interactive Wall based on Machine Vision. DADA 2020 International Conference on Digital Architecture (pp. 128-133) China Architecture & Building Press, ISBN-10: 7112253667

## Awards & Leadership

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07.2017-01.2019	<b>INARCH, Non-profit Design Association</b>		co-Founder
	Founded a non-profit association led over 30 students in aiding local government and community in Nanjing as design consults in regeneration neighborhood projects. We have accomplished two street-facade renovation projects, including almost 20 stores' facades. Negotiated with governments and communities;		
08.2021	<b>CMU SoA Merit Scholarship \$20,000</b>		
09.2020	<b>8th China National Digital Art&amp;Design Awards</b>	China Talent Exchange Center Ministry	The Third Prize

## Skills

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**Programming:** Python, Javascript, HTML, CSS, JAVA, C#; **Electronic Prototyping:** Arduino, Raspberry Pi;

**User Study:** Wireframing, Usability Testing, Interview; **Design:** Rhino, Processing, AutoCAD, Unity, Photoshop, InDesign, Figma;