

MINGQI WANG

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I'm a researcher, designer, and swimming enthusiast exploring how interactive systems can enhance body awareness, physical performance, and accessibility.

Education

- Aug 2024 - Present **Georgia Institute of Technology**, Atlanta, GA
Master of Industrial Design, Awarded with Graduate Teaching Assistant Award
Advisor: Dr. Yixiao Wang, Committees: Dr. EunSook Kwon
Thesis: Human Computer Interaction Approaches to Breathing Perception and Feedback in Aquatic Environments
- 2018 - 2022 **Rhode Island School of Design (RISD)**, Providence, RI
Bachelor of Fine Arts, Industrial Design Honors, GPA: 3.85/4.0
Awarded with Department Scholarship and Industrial Design Faculty Award
- 2019 - 2022 **Brown University**, Providence, RI
Cross-Registered Student
Selected Courses: French (FREN 0100/0200), Robotics (ENGN 1931U), Literature (COLT 0710B)

Research Experience

- Jan 2025 - Present **Health Design CoLab, Georgia Institute of Technology**, Atlanta, GA
Graduate Research Assistant
Principle Investigator: Dr. Leila Aflatoony
Researched the motivations, challenges and opportunities faced by DIY prosthetic makers across the globe.
- Mar 2025 - Aug 2025 **Research Center for Aging User Experience and Service System Design (AeX), The Future Laboratory, Tsinghua University**, Beijing, China
Research Intern
Principle Investigator: Prof. Jihong Jeung
Worked on music-based health interventions for aging populations. Developed interactive VR environments in Unreal Engine to support emotional well-being and social connectedness through embodied, visual and sound-based experiences.
- Jan 2025 - May 2025 **School of Industrial Design, Georgia Institute of Technology**, Atlanta, GA
Graduate Research Assistant
Principle Investigator: Dr. EunSook Kwon
Assisted with industry study on companion robot, focusing on conducting competitive analysis, academic literature review and HRI research methods to inform industry applications.

Professional Experience

- Sep 2022 - Oct 2023 **AIUX Technology Co.Ltd, Chengdu, China**
Product Experience Designer, Full Time
Focused on experience design for electric vehicles, including user research, product analysis, concept development, and technical evaluation. Simulated in-car environments using Unreal Engine and other tools. Several designs were implemented in real-market vehicles.
- Jun 2021 - Aug 2021 **Global Supply Chain Planning IT, Lenovo (Beijing) Limited, Beijing, China**
UIUX Design Intern
Responsible for the 2B web UIUX, logo design, and web instruction manual to elevate department presentation to clients.
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Publications

Conference

Beyond Function: A Multi-Platform Analysis of DIY Prosthetics and Maker Narratives

Mingqi Wang and Leila Aflatoony

In Proceedings of the 27th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '25)

Ongoing Papers

Speculating on the Present and Future of Prosthetics: Insights from DIY Makers (WIP)

Mingqi Wang, Yueyi Zhu, Yuhang Hu and Leila Aflatoony

Exploring the Possibilities of Immersive Virtual Reality for Older Adults in Community Music Activities (WIP)

Tongxin Sun, Xiaofan Ma, Mingqi Wang, Yu'an Su, and Jihong Jeung

Designing Companion Robots for Educational Applications: A Systematic Review (WIP)

Mingqi Wang, Qun Liu, Yixiao Wang, and EunSook Kwon

Projects

Nov 2024 - May 2025

Circular Design, Airbus Collaborative Project

Researched cleaning technologies in air travel. Collaborated with airline sustainability team to propose human-centered, eco-efficient solutions rooted in circular design principles.

Jan 2022 - May 2022

Product Design and Development, MIT Sloan School of Management and RISD Joint Studio

Cross-disciplinary studio with RISD, MIT Sloan, and MIT Engineering. Collaborated on a steering wheel concept to mitigate driver drowsiness through embedded interaction. Coursework covered agile development, product planning, and user-centered innovation.

Teaching

Fall 2025

ID 6100 Introduction to Graduate Studies in Industrial Design

Graduate Teaching Assistant

Facilitated weekly group discussions, managed course materials, and graded assignments.

Fall 2024

ID 4071 Designing Robotic Environments

Graduate Teaching Assistant

Advised student teams in concept development, prototyping, and technical implementation. All final projects (6 teams) were accepted to the ACM/IEEE HRI 2025 Student Design Competition and published in the conference proceedings with one team (Social Queue) as the winner.

Extracurriculars

2024 - Present

Member, Georgia Tech Swim Club

Attend 4 weekly practices and compete in USA College Club Swimming National Championships

2019 - 2022

Captain, Brown University Swim Club

Led a team of 100+ members, coordinated 4 weekly practices, wrote practice sets, and hosted meets. The team won 4 consecutive Ivy League Club Championships.

Honorable Mention, Rhian Alley Award (2022): Captain of the Year & Athlete of the Year

Skills

Research

Human-Computer Interaction, User-Centered Design, Participatory Design, Mixed Methods Research, Accessibility, Physical Computing, Healthcare and Wellbeing

Art & Design

Product Design, Experience Design (EV & HRI), UX/UI Design, Graphic Design, Woodwork, Metalwork

Tools

Unreal Engine, Arduino, Adobe Creative Suite (PS, AI, AE, DW, ID), SolidWorks, Rhino, Blender, Fusion 360, KeyShot, Figma, Programming (HTML/CSS, C/C++, Processing, P5.js)

