

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 2026 - Present **University of Notre Dame**, Notre Dame, IN
PhD Student in Computer Science and Engineering
Advisor: Dr. Tingyu Cheng
- 2024 - 2026 **Georgia Institute of Technology**, Atlanta, GA
Master of Industrial Design, Awarded with Graduate Teaching Assistant Award, GPA: 4.0/4.0
Advisor: Dr. Yixiao Wang, Committees: Dr. EunSook Kwon, Dr. Alexander Adams
Thesis: Designing for Breathing-Stroke Coordination Awareness and Training in Front Crawl Swimming
- 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 - May 2026 **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.
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Publications

Conference

“It’d Be an Extension of Who I Am”: Speculating on DIY Prosthetic Making Across Diverse Resource Contexts

(Accepted at ASSETS '26)

Mingqi Wang, Leila Aflatoony, Yuhan Hu, Saquib Sawar, and Michelle Kim

Designing a Breath-Driven Tangible VR System Based on Music Therapy with Older Adults and Stakeholders in CCRC

(Accepted at UbiComp '26)

Tongxin Sun, Xingyu Zhou, Huiyu Chen, Liwen He, Renxuan Liu, Mingqi Wang, Xiaofan Ma, and Jihong Jeung

Exploring the Potential of Immersive Virtual Reality in Community Music Activities with Older Adults in CCRC

Tongxin Sun, Mingqi Wang, Xiaofan Ma, and Jihong Jeung

In Proceedings of the 2026 Designing Interactive Systems Conference (DIS '26)

Puffer: Breathing Regulation Through Sequential Soft Robotics

Daksh Kapoor, Sophie Sebh, Mingqi Wang, and Yueyi Zhu

In Proceedings of the 20th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '26)

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

A Smartphone-Based, At-Home Training System for Deep Inspiration Breath Hold (DIBH) Readiness and Reproducibility

Shuyuan Liu, Mingqi Wang, Sixuan Wu, and Alexander Adams

Presentations and Talks

Designing a Breath-Driven Tangible VR System Based on Music Therapy with Older Adults and Stakeholders in CCRC

Tongxin Sun, Xingyu Zhou, Xiaofan Ma, Mingqi Wang, Zhe Jia, He Li, Liwen He, and Jihong Jeung

Oral Presentation at the International Conference on Gerontechnology (ICG 2026), Hong Kong, June 2026

Age-Related Differences in Accessibility, Usability, and User Experience of Immersive Virtual Reality Between Older and Younger Adults: A Scoping Review

Tongxin Sun, Qiyuan Cheng, Mingqi Wang, Xiaofan Ma, Liwen He, and Jihong Jeung

Oral Presentation at the International Conference on Gerontechnology (ICG 2026), Hong Kong, June 2026

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.

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. Shortlisted for Crystal Cabin Award 2026
- 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 - 2026

Member, Georgia Tech Swim Club
Attended 4 weekly practices and competed in various meets including invitationals, regionals, and 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, Health Sensing and Interventions
- 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++, Python, Processing, P5.js)

