

# Yaxin Hu

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## Education

<b>Ph.D. Student in Computer Sciences, University of Wisconsin – Madison, United States</b> Affiliated with People and Robots Laboratory Advisor: Professor Bilge Mutlu	2020 – 2026 (expected)
<b>M.Sc. in Computational Design, Carnegie Mellon University, United States</b> Affiliated with Human and Robots Partners Lab Advisor: Professor Henny Admoni	2018 – 2020
<b>B.Sc. in Computer Science, The Chinese University of Hong Kong, Hong Kong</b> First Class Honor, Minor in Fine Arts	2012 - 2017
<b>Exchange Student, Dartmouth College, United States</b>	2014

## Selected Publication

- C7. **Yaxin Hu**, Anjun Zhu, Catalina Toma, Bilge Mutlu. "Designing Telepresence Robots to Support Place Attachment" In *Proceedings of ACM/IEEE International Conference on Human Robot Interaction 2025. (HRI 2025)*
- C6. **Yaxin Hu**, Laura Stegner, Yasmine Kotturi, Yi-hao Peng, Faria Fuq, Yuhang Zhao, Jeffrey P. Bigham, Bilge Mutlu. "This really let's us see the entire world:" Designing a conversational Telepresence Robots for Homebound Older Adults" In *proceedings of ACM Designing Interactive Systems 2024. (DIS 2024, acceptance rate: 27.4%)*
- C5. **Yaxin Hu\***, Hajin Lim\*, Lisa Kakonge, Jade T. Mitchell, Hailey L. Johnson, Lyn S. Turkstra, Melissa C. Duff, Catalina L. Toma, Bilge Mutlu. "SMART-TBI: Design and Evaluation of the Social Media Accessibility and Rehabilitation Toolkit for Users with Traumatic Brain Injury." In *proceedings of the 25th International ACM SIGACCESS Conference on Computers and Accessibility. (ASSETS 2024, acceptance rate: 30%)*
- C4. **Yaxin Hu**, Hajin Lim, Hailey L. Johnson, Josephine M. O'Shaughnessy, Lisa Kakonge, Lyn S. Turkstra, Melissa C. Duff, Catalina L. Toma, Bilge Mutlu. "Investigating day-to-day experiences with conversational agents by users with traumatic brain injury." In *proceedings of the 25th International ACM SIGACCESS Conference on Computers and Accessibility. (ASSETS 2023, acceptance rate: 30%)*
- C3. Hajin Lim, Lisa Kakonge, **Yaxin Hu**, Lyn S. Turkstra, Melissa C. Duff, Catalina L. Toma, and Bilge Mutlu. "So, I Can Feel Normal: Participatory Design for Accessible Social Media Sites for Individuals with Traumatic Brain Injury." In *Proceedings of CHI Conference on Human Factors in Computing Systems 2023. (CHI 2023, acceptance rate: 27.6%)*
- C2. **Yaxin Hu**, Yuxiao Qu, Adam Maus, Bilge Mutlu. "Polite or Direct? Conversation Design of a Smart Display for Older Adults Based on Politeness Theory." In *Proceedings of CHI Conference on Human Factors in Computing Systems 2022. (CHI 2022, acceptance rate: 24.7%)*
- C1. **Yaxin Hu**, Lingjie Feng, Bilge Mutlu, Henny Admoni. "Exploring the Role of Social Robot Behaviors in a Creative Activity." In *Proceedings of Designing Interactive Systems Conference 2021. (DIS 2021, acceptance rate: 26.8%)*
- J1. Gustafson, David H., Marie-Louise Mares, Darcie C. Johnston, Gina Landucci, Klaren Pe-Romashko, Olivia J. Vjorn, **Yaxin Hu**, Adam Maus, Jane E. Mahoney, and Bilge Mutlu. "Using Smart Displays to Implement an eHealth System for Older Adults With Multiple Chronic Conditions: Protocol for a Randomized Controlled Trial." *JMIR Research Protocols* 11, no. 5 (2022): e37522.
- W3. **Yaxin Hu**, Laura Stegner, Bilge Mutlu. "Designing Socially Assistive Robots with Transactive Memory System." *Socially Assistive Robots as Decision Makers Workshop at CHI Conference on Human Factors in Computing System 2023.*

W2. Tiger F. Ji, **Yaxin Hu**, Yu Huang, Ruofei Du, and Yuhang Zhao. "A Preliminary Interview: Understanding XR Developers' Needs towards Open-Source Accessibility Support." In *2023 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, pp. 493-496. IEEE, 2023.

W1. Jinyoung Choi, **Yaxin Hu**. "[Extended Abstract] A Pilot Study of Patients' Self-disclosure and Privacy Concerns to a Conversational Social Robot in Hospitals." Presented at *International Communication Association Conference, 2022, Paris, France. (ICA 2022)*.

## Research Experience

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**People and Robots Lab, Department of Computer Sciences**, University of Wisconsin – Madison, 09/2020 – Present  
*Research Assistant; Advisor: Prof. Bilge Mutlu*

**Visiting Scholar at Human-Computer Interaction Institute, Carnegie Mellon University** 06/2023 – 11/2023  
Hosting advisor: Professor Jeffrey Bigham

**Human and Robot Partners Lab**, Robotics Institute, Carnegie Mellon University. 06/2019 – 08/2020  
*Research Assistant; Advisor: Prof. Henny Admoni*

## Teaching Experience

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- Spring 2025: Co-Instructor for Building User Interfaces (CS 571) at the University of Wisconsin – Madison (300+ enrollment)
- Summer 2022: Instructor for Social Robot Sessions at Grandparent University at the University of Wisconsin – Madison

## Work Experience

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**Project Amelia (Immersive Theater)**, Bricolage Production Company, Pittsburgh 05/2019 – 08/2019  
*Theater Assistant and Hardware Engineer*

- Built indoor tracking system with Bluetooth beacons for audience locating and personalized experience.
- Assisted in project management and logistics of the immersive theater production.

**Global Equity Derivatives**, Deutsche Bank, Hong Kong 06/2016 – 08/2016 & 07/2017 – 07/2018  
*Analyst in Technology*

- Integrated global trading data feeding pipeline in Java and migrated Oracle database with PL/SQL.
- Analyzed trading activities with Python scripts and automated report generation for mass email among the global teams.

## Services

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Conference Review: CHI 2025, UIST 2024, CHI 2024, RO-MAN2024, CHI 2023, CSCW 2023, HRI 2022

Journal Review: ACM Transactions on Computer-Human Interaction (TOCHI 2023), Computers in Human Behavior (2022)

## Awards

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- Merit Scholarship, Carnegie Mellon University, 2018-2020
- Master List, Morningside College, The Chinese University of Hong Kong, 2017
- Dean's List, The Chinese University of Hong Kong, 2017
- GEF Scholarship (awarded to attend summer program at Oxford University), The Chinese University of Hong Kong, 2014

## Skills

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- Engineering: ROS (Robot Operating System), C++, Python, PyTorch, Java, Javascript, Node.js, Perl, Linux, Pandas, Unity
- Design Tools: Adobe Creative Suites, Figma, OpenFrameworks