

# HE, QING

University of Pennsylvania

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## EDUCATION

**University of Pennsylvania**, Stuart Weitzman School of Design **Philadelphia, US**  
*M.Arch in Architecture / Product Design Certificate* May 2024 - May 2027 (Expected)

- **GPA:** 3.91/4.0;
- **Courses:** Foundations & Frontiers in HCI, Engineering Entrepreneurship, Design Studio.

**Renmin University of China**, School of Information / School of Finance **Beijing, China**  
*B.E. in Computer Science / BEc in Finance* Sept 2019 - Jul 2023

- **GPA:** 3.83/4.0 (Ranking 2/28);
- **Courses:** Machine Learning and Computational Intelligence, Parallel and Distributed Computing, Advanced Mathematics, General Physics, Probability Theory, Investment, Finance, Econometrics, Database.

## PUBLICATIONS

- **Qing He**, Zeyu Wang, Yuzhou Du, Yuanchun Shi\*, Yuntao Wang\*. Does Personalized Nudging Wear Off? A Longitudinal Study of AI Self-Modeling for Behavioral Engagement. ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2026.
- **Qing He**, Ruowei Gong, Yixuan Gu, Zherui Wang\*. Fieldnotes: Design AI Adoption for Facade Monitoring. Design Modelling Symposium, 2026. (Under Review)
- Qiannan Zhu, Haobo Zhang, **Qing He**, Zhicheng Dou\*. Query-aware Explainable Product Search with Reinforcement Knowledge Graph Reasoning. IEEE Transactions on Knowledge and Data Engineering (TKDE), 2023.
- Qiannan Zhu, Haobo Zhang, **Qing He**, Zhicheng Dou\*. A Gain-Tuning Dynamic Negative Sampler for Recommendation. The Web Conference (WWW), 2022.

## RESEARCH EXPERIENCE

**Fieldnotes: Design AI Adoption for Facade Monitoring** **Philadelphia, US**  
*Project Lead* Sept 2025 - Jan 2026

- Conducted stakeholder interviews to evaluate AI adoption in facade monitoring, proposing a human-AI collaboration framework in architectural field.

**Pervasive HCI group, Tsinghua University of China** **Beijing, China**  
*Research Assistant* Jun 2025 - Sept 2025

- Led empirical study on AI self-modeling for behavioral change, examining long-term effects on human autonomy and engagement (CHI 2026, accepted)
- Designed and implemented a web-based intervention system, integrating Generative AI pipelines to synthesize personalized avatars for large-scale user studies.
- Designed qualitative interview protocols and conducted semi-structured interviews, followed by systematic qualitative analysis on motivation, behavioral patterns, and human agency.

**NLPIR laboratory, Gaoling School of Artificial Intelligence** **Beijing, China**  
*Research Assistant* Jul 2021 - Apr 2024

- Conducted research on explainable product search and recommendation, leveraging knowledge graphs to model semantic relationships between queries, products, and attributes.
- Developed and evaluated graph-based reasoning methods to provide interpretable explanations.
- Built a retrieval system using LangChain for an education-focused LLM of the University and collaborated with ByteDance on research addressing fairness and transparency in recommendation systems.

**Information Sharing Platform for Emergencies** **Beijing, China**  
*Project Lead* Apr 2022 - Mar 2023

- Designed and developed a real-time crisis response platform to extract rescue information from social media streams, synchronizing fragmented data for rapid volunteer coordination.

## ENTREPRENEURSHIP

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### Credo

Philadelphia, PA

Co-Founder & Researcher

Dec 2025 - Present

- Investigated how PhD students negotiate intellectual ownership and maintain agency when using AI writing assistants through user research with 10+ doctoral researchers.
- Co-founded an AI-native academic writing IDE focused on structured research workflows and human–AI collaboration.
- Designed core product concepts and interaction flows, translating research insights into functional prototypes.
- Leading the development of an agent-based system and an Electron-based end-to-end application, defining agent roles, task coordination, and integrating frontend, backend, and agent logic.

### Wefun AI

Remote

Product Manager

Nov 2025 - Jan 2026

- Explored AI-supported co-creation workflows in an interaction content generation platform, focusing on lowering barriers for user-generated content.

### Sounds Up

Hangzhou, China

Founder & Developer

Jul 2025 - Jul 2025

- Participated in a large-scale hackathon in China; project received two awards.
- Designed an AI-assisted memory system for live music experiences using mobile sensing, audio analysis, and emotion annotation to capture and revisit key moments of performances.
- Developed an end-to-end prototype and deployed it in a public exhibition, engaging ~50 users.

## SKILLS & INTERESTS

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- **AI & ML:** LLMs, NLP, Agent, PyTorch, TensorFlow, Knowledge Graphs, LangChain, Computer Vision.
- **Computation & Development:** Python, C/C++, Java, JavaScript (React, Node.js, Electron), SQL, Linux/Unix.
- **Design & Prototyping:** Unity 3D, Figma, Arduino, Rhino/Grasshopper, D5, 3D Printing.
- **Languages:** Chinese (native), English (fluent).
- **Interests:** Piano & Accordion, Pilates, Musical, Hiking.

## HONORS & AWARDS

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AdventureX Hackathon (2025) | Charles Merrick Gay Scholarship and Harlan Coornvelt Memorial Prize (2025) | Weitzman Scholarship (2024, 2025) | Outstanding Graduates (2023) | First-Class Academic Scholarship (2022) | Interdisciplinary Contest In Modeling, Finalist (2021)