

Siheng Li

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EDUCATION

University of Washington (UW)

Bachelor of Science in Human Centered Design and Engineering (HCDE)

Sept. 2022 - Jun. 2026

- GPA: 3.12/4.0

INTERNSHIP EXPERIENCE

Voyah Automotive Technology Co., Ltd

HMI Interaction Designer Intern

Jun. 2025 - Aug. 2025

- Designed an in-vehicle ambient lighting system for a next-generation smart cockpit platform in Figma, establishing global Design Token hierarchies that covered four or more driving modes, brightness transition logic, and adaptive states.
- Created dynamic 3D motion prototypes to simulate real-time cockpit lighting effects and light-shadow gradients, enabling visualization of the proposed smart cockpit experience.

PROJECT EXPERIENCE

Gender & Racial Representation in Media, Research on Visualization of Representative Data in Film and Television

Data Visualization Designer & UX Researcher

Jan.5.2026 - Mar.13.2026

- Cleaned and organized film and television award-nomination data from 1980 to 2020 using Python, pandas, and Altair.
- Analyzed representation trends by decade, gender, ethnicity, and other dimensions to identify patterns in award recognition.
- Developed interactive Tableau and Altair visualizations, including heatmaps, stacked bar charts, and trend charts, to show changes in representation over time.
- Designed and conducted think-aloud usability tests to evaluate visualization clarity and interaction; incorporated user feedback to refine color schemes, legends, and explanatory content.

AR Face Filters in Online Interviews: Data Collection and Performance-Scoring Tools

Researcher

Mar.30.2026 - Jun.5.2026

- Reviewed literature on augmented reality (AR) face filters, professional self-presentation, and interview performance evaluation to inform the research design.
- Coordinated participant recruitment, interview scheduling, and online experimental sessions, helping standardize research procedures and data-recording practices.
- Co-designed and validated an AI-assisted interview scoring tool, enabling scalable transcript-based scoring and preliminary data analysis.

Emerging Minds: Consciousness in Humans, Animals, and AI

Researcher

Sept.24.2025 - Dec.12.2025

- Examined literature in cognitive science, consciousness studies, and artificial intelligence to compare consciousness, intelligence, and self-awareness across humans, animals, and AI systems.
- Facilitated group discussions on machine consciousness, artificial general intelligence (AGI), superintelligence, and their social implications.
- Authored a 1,500-word integrative reflection paper synthesizing key insights.

HCDE (Human Centered Design & Engineering) K-12 Outreach DRG

Researcher

Sept.25.2025 - Dec.5.2025

- Contributed to curriculum design and instructional material development for human-centered design workshops serving K-12 students in the Seattle area.
- Co-organized three K-2 workshops and one on-campus University of Washington HCDE workshop, guiding students through user-needs analysis, scenario building, and interaction-design activities
- Managed materials and provided on-site facilitation.

EXTRACURRICULAR EXPERIENCE

Martial Arts Club

Coach & Member

Sept..2022 - Dec.2024

- Organized regular training sessions and led martial arts instruction, supporting members' participation and development of basic techniques.

ADDITIONAL INFORMATION

Computer Skills: Python, Java, JavaScript + React

Language: English (Fluent), Mandarin Chinese (Native)

Interests: Martial Arts, Table Tennis, Rock Climbing, Basketball, Soccer