

Shufan WANG

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EDUCATION

University of Washington (UW)

Seattle, WA

Bachelor of Science in Informatics, *Minor in Business*

Expected 06/2025

Overall GPA: 3.76/4.0

Core courses Database and Data Modeling, Input and Interaction, Interactive Information Visualization

Honors Dean's List (Spring 2022, Summer 2022, Autumn 2022, Spring 2023, Autumn 2023, Winter 2024, Spring 2024, Autumn 2024)

Paul Jones Endowed Fellowship in Information Science

PUBLICATION

Harris MJ, Murtfeldt R, **Wang S**, Mordecai EA, West JD. Perceived Experts are Prevalent and Influential Within an Antivaccine Community on Twitter. PNAS Nexus. 2024 Feb 7; 3(2): Page 007.

Doi: 10.1093/pnasnexus/pgae007. PMID: 38328781; PMCID: PMC10847722.

RESEARCH EXPERIENCE

Analyzing Sentiment Dynamics in the Israeli-Palestinian Discourse

Seattle, WA

Data Analyst, Capstone Project

09/2024-12/2025

- Conducted sentiment analysis of the Israeli-Palestinian conflict using NLTK and TextBlob across Flickr, Reddit, and the New York Times and used VADER models for multi-model sentiment analysis
- Identified temporal sentiment shifts related to significant geopolitical events, and designed and tested a dashboard for visualizing sentiment trends
- Created documentation and training materials for system integration and collaborated with stakeholders to improve community engagement strategies
- Presented findings through interactive Streamlit dashboard, offering stakeholders comprehensive visualization tools to explore temporal sentiment patterns, engagement metrics, and emotional language distribution

Impact of Perceived Experts on Vaccine Misinformation: A Twitter Network Analysis

Seattle, WA

Student Research Assistant, Supervised by Dr. M. Harris & Dr. J. West

01/2023-02/2024

- Selected and extracted data from Twitter about vaccine misinformation and hesitancy; preprocessed the data with Python and screened out relevant information
- Developed a machine learning model with supervised learning algorithms to predict whether a user was a professional in the health field based on their tweets and profile description
- Applied data modeling, algorithm optimization, and cross-validation to ensure the accuracy of the model in determining and differentiating expert information amidst an overflow of data
- Collaborated with other team members from diverse disciplines to understand and interpret the models and data analysis results and assisted in generating model outputs

PROJECT EXPERIENCES

SODA-a Soft Origami Dynamic Utensil for Assisted Feeding

Pasadena, CA

User Research

06/2024-08/2024

- Examined and analyzed the traditional utensils used in assisted feeding systems, identified several drawbacks in practical uses, and designed the project around these drawbacks
- Designed the project around these problems and accommodated the Origami-inspired artificial

muscle structure into the development of a new robotic arm to enhance user comfort and adaptability

- Developed SODA, a multi-purpose utensil capable of gripping and scooping solid and liquid food and adjusted the model in simulations
- Awarded Best Design Artifact at IEEE RO-MAN 2024 Robot Design Competition

For You Page

Seattle, WA

FYP Assistant & UX Design Intern, Project of FYP Core Operation Team

07/2024-present

- Chaired the redesign of the FYP website event page to improve the user interface and accessibility and introduced an advanced filtering system to enable personalized event selection
- Conducted field survey on the general needs of UW students for the FYP website
- Developed a comprehensive mental health resources portal on the basis of the FYP website to provide students immediate access to campus services and organizations and foster the establishment of a supportive environment on the UW campus

WordPlay

Seattle, WA

Designer and Localization Executor

06/2024-present

- Designed AI-integrated feature to provide detailed image descriptions for visually impaired users to enhance website accessibility
- Led localization efforts to introduce Chinese and expand the platform's global reach to international users and audiences

iCoffee Website Design

Seattle, WA

Project of Client-side development Course, instructed by Dr. T. Carlson, UW

09/2023-12/2023

- Applied UX design skills such as visual consistency, effective information hierarchy, interactivity, accessibility, and user-centered design to create an organized and user-friendly layout
- Applied consistent visual elements like icons, colors, and fonts to enhance aesthetic coherence and learnability
- Created an easy-to-navigate interface, guiding users effortlessly through the customization process
- Utilized HTML/CSS and JavaScript to develop the website, implementing interactive features that engage users and enhance functionality

DubHacks, Limited 48-hour Project

Seattle, WA

Group Leader and presenter

10/2022

- Developed an innovative paragliding simulator utilizing T-Mobile's developer program, DevEdge, and recorded data from actual paragliding sessions, capturing precise metrics such as altitude, speed, and flight dynamics
- Exported and integrated the data recorded with the simulator's chair and mimicked the real paragliding experience to understand how to make paragliding accessible to disability groups
- Utilized graphical models to visually represent the dynamics and metrics of paragliding such as altitude and speed, which were directly derived from the recorded data
- Applied data analysis techniques to interpret and transform the raw data from paragliding sessions into actionable insights that could be simulated graphically

PROFESSIONAL EXPERIENCE

Beijing Hortor Software Company

Beijing, China

Product Intern, Product Department

07/2021-09/2021

- Facilitated the development of a new social media platform tailored for Gen-Z
- Conducted extensive research on the targeted user's preferences and behaviors to improve the product design and marketing endeavors, resulting in a 30% increase in user number

- Engaged in the UX design process for a game project called Julian's Editor, researched and internalized international perspectives in game localization into the UX designs, and effectively enhanced global user engagement and broadened the market reach

SKILLS & HOBBIES

Computer & Programming

Java, Python, SQL, JavaScript, R Studio, HTML, CSS, Tableau, Arduino

Languages

Mandarin (Native Proficiency), English (Full Proficiency Proficiency), French (Elementary proficiency)

Hobbies

Snowboarding