TONY WANG

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Education

Cornell University
PhD Information Science   Aug 2023 - Present
Advisor: Qian Yang

Georgia Institute of Technology
M.S. Computer Science   Aug 2020 - Jul 2023

Carnegie Mellon University
Master of Human-Computer Interaction   Aug 2017 - Aug 2018

University of California San Diego
B.S. Psychology & B.A. Philosophy   Sep 2008 - Jun 2012
- Graduation thesis: Information Density and Classifier Choice in Mandarin
- Honors: Cum Laude, Phi Beta Kappa
- Study abroad at Keio University, Japan (2010-2011) funded by the Japan Student Services Organization (JASSO) Scholarship for Short Term Study

Publications

Untitled Manuscript.
Wang, T. et al. *In submission to CSCW '25.*

CrossTalk: Intelligent Substrates for Language-Oriented Interaction in Video-Based Communication and Collaboration.
Xia, H., **Wang, T.**, Gunturu, A., Jiang, P., Duan, W., and Yao, X. *UIST 2023.*

Metrics for Peer Counseling: Triangulating Success Outcomes for Online Therapy Platforms.
Wang, T., Shah, H., Shah, R., Wang, Y., Kraut, R., and Yang, D. *CHI 2023.*

Moderator Engagement and Community Development in the Age of Algorithms.
Seering, J., **Wang, T.**, Yoon, J., and Kaufman, G. *New Media & Society 2019.*

Industry Research

Google
User Experience Researcher, Google Maps   Jul 2019 - May 2021
- Built a multivariate experimental survey framework for comparing UI designs. Made Qualtrics survey templates and Python scripts for automated response analysis used by junior researchers.

- Led a diary study program with 100+ subjects in the U.S., UK, India, and Brazil to study COVID-19 pandemic commuting habits to inspire feature development for cycling and walking transportation.

- Conducted 10+ usability studies of text, photography, and videos in mobile interfaces on decision-making behavior such as calling a restaurant or booking a hotel reservation.

User Experience Researcher (Contract), Google Maps   Oct 2018 - Jul 2019

- Developed a daily updating metrics dashboard with multiple behavioral and self-report outcome metrics that track user satisfaction towards content and information.

- Ran 2 large-scale surveys and analyzed data using regression, hierarchical bayes modeling, and conjoint analysis to study user information preferences when booking hotels on Google Maps.

Teaching

Cornell University, Information Science Department
Teaching Assistant
INFO 4450 / 5450 / 6450 Computer-Mediated Communication   Spr 2024
INFO 4350 Conversations and Information   Fall 2023

Pace University, Computer Science Department
Adjunct Assistant Professor
CS 663 Human Factors & Usability Testing (Spring '23)
CS 659 Introduction to Human-Computer Interaction (Fall '22)

Georgia Institute of Technology, Computer Science Department
Teaching Assistant
CS 7642 Reinforcement Learning   Fall 2022; Spr, Sum, Fall 2023; Spr 2024

Industry Work

Sony PlayStation (Tokyo, Japan)
Localization Project Manager   Apr 2015 - May 2016

- Released 10+ localized games for PS4, PS3, and PS Vita by managing project milestones and quality assurance processes. Languages: Japanese, Korean, Traditional/Simplified Chinese, and English.

Marketing Manager   Oct 2012 - Mar. 2015

- Managed over $1M USD in total marketing budget over 3 years, maximizing exposure of 5+ games by identifying key performance indicators in marketing strategy, executing multi-channel marketing plans, and converting insights from analytics into improved returns on online advertising.

Service & Leadership

Various Venues
Reviewer
Computer-Supported Cooperative Work (CSCW)   2025
Symposium on Computer Science and Law (CS & Law)   2024

CMU Master of Human-Computer Interaction Admissions Interview Team
Alumni Interviewer   Feb 2021

- Interviewed 8 students for MHCI '21 cohort admissions.

Creat0r Community Musical Theater Company (Tokyo, Japan)

Member   Oct 2012 - Apr 2015

- Performed in self-produced community theater productions, instructed cast on lessons in singing for stage, and provided English interpretation for events as the only non-Japanese cast member.

UCSD Japanese Student Association

Finance Officer   Mar 2011 - Jan 2012

- Organizing committee member for club planning and event management, including overseeing $5000 event budget for UCSD's largest student-run event *Matsuri*.

Mentorship

Aditya Gunturu (Manipal Institute of Technology undergraduate)

Skills

Technical Python, R, SQL (intermediate), JavaScript/TypeScript (beginner), Java (beginner), Unix/Linux

Research Experimental design, statistical inference, text mining, regression, clustering, interviews, usability testing, surveys, diary studies, card sorting, participatory design

Linguistic English (native), Japanese (fluent), Mandarin (fluent), Korean (conversational)

Design Figma, Sketch, inVision, pen & paper prototyping

Relevant Coursework

Computational Machine Learning, Deep Learning, Reinforcement Learning, Natural Language Processing, Artificial Intelligence, Data Structures & Algorithms, Programming Usable Interfaces

Behavioral User-centered Research & Evaluation, Psycholinguistics, Cognitive Psychology, Clinical Psychology

Design Interaction Design Studio, Game Design for Crowd & Cloud, Computer Game Studies

Analytical Linear Algebra, Discrete Mathematics, Symbolic Logic, Philosophy of Science, Contemporary Ethics

Statistical Statistical Inference, Probability Theory, Bayesian Statistics