

TONY WANG

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Education

Cornell University | Information Science Dept.

PhD in Information Science

Aug 2023 - Present

Advisor: [Qian Yang](#)

Georgia Institute of Technology | Computer Science Dept.

MS in Computer Science

Aug 2020 - Jul 2023

Advisors: [Diyi Yang](#), [Amy Bruckman](#)

Carnegie Mellon University | Human-Computer Interaction Inst.

Master of Human-Computer Interaction

Aug 2017 - Aug 2018

Advisors: [Geoff Kaufman](#), [Joseph Seering](#)

University of California San Diego | Psychology Dept. & Philosophy Dept.

BS in Psychology & BA in Philosophy

Sep 2008 - Jun 2012

Advisors: [David Barner](#), [Roger Levy](#)

- Graduation thesis: Information Density and Classifier Choice in Mandarin
- Honors: Cum Laude, Phi Beta Kappa
- Study abroad: Keio University, Japan (Aug. 2010 - Mar. 2011)

Conference and Journal Papers

Understanding #vent Channels on Discord

Oladeji, K., [Wang, T.](#), Yang, D., and Bruckman, A. *In submission to a journal.*

The Practice of Online Peer Counseling and the Potential for AI-Powered Support Tools.

[Wang, T.](#), Bruckman, A., and Yang, D. CSCW 2025.

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.*

Workshop Posters

Towards Designing AI Systems that Help Improve Both Short-Term and Long-Term Mental Well-Being

[Wang, T.](#) and Yang, Q. *Envisioning the Future of Interactive Health Workshop, CHI. 2025*

Industry Research

Google (New York) | Google Maps (Geo)

User Experience Researcher

Jul 2019 - May 2021

- Built a multivariate survey framework for evaluating UI designs for business pages surfacing variable opening hours and information on health safety during COVID-19 pandemic. Results cited by VP-level leadership, influencing UI changes displayed to 1B+ users.
- Led a diary study program with 100+ subjects in the US, UK, India, and Brazil on commuting habits. Insights inspired feature development for transportation with storytelling of cyclist and pedestrian challenges in navigating cities during COVID-19 pandemic.
- Conducted 10+ usability studies about impact of text, photography, and videos on user decision-making (e.g. reserving at a restaurant) in response to personalized recommendations. Findings led to shifts in content strategy away from text to image and video.

User Experience Researcher (Contract)

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 with Maps.

Teaching

Cornell University | Information Science Dept.

Teaching Assistant

INFO 4450 / 5450 / 6450 Computer-Mediated Communication

Sp 2024

INFO 4350 Conversations and Information

Fa 2023

Pace University | Computer Science Dept.

Adjunct Assistant Professor

CS 663 Human Factors & Usability Testing

Sp 2023

CS 659 Introduction to Human-Computer Interaction

Fa 2022

Georgia Institute of Technology | Computer Science Dept.

Teaching Assistant

CS 7642 Reinforcement Learning

Fa 2021; Sp, Su, Fa 2022; Sp 2023

Invited Talks

Designing Intelligent Substrates for Language-Oriented Interaction in Videoconferencing

Cornell University, INFO 4450 / 5450 / 6450 Computer-Mediated Communication Mar 2024

Applications of Natural Language Processing to Mental Health

Cornell University, INFO 4350 Conversations and Information Sep 2023

Awards & Recognition

Siegel PiTech PhD Impact Fellowship (declined)

Cornell University, Siegel Family Endowment Mar 2024

TA Spotlight (CS 6742 Reinforcement Learning)

Georgia Institute of Technology Sep 2023

Scholarship for Short Term Study in Japan (80,000 yen or 800 USD / month)

Japan Student Services Organization (JASSO) Jun 2010

Industry Work

Sony PlayStation (Tokyo, Japan)

Localization Project Manager (3rd Party Software) 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. Clients: Square Enix, Sega, Bandai Namco, Idea Factory, Paradox interactive.

Marketing Manager (1st Party Software) Oct 2012 - Mar. 2015

- Managed \$1M+ marketing budget and maximized 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

Conference & Journal Venues

Peer Reviewer

ACM Human Factors in Computing Systems (CHI) 2025

ACM Designing Interactive Systems (DIS) 2024

ACM Computer-Supported Cooperative Work (CSCW) 2024, 2025

Symposium on Computer Science and Law (CS & Law) 2024

Program Committees

MIND (Mixed-Initiative Next-gen Design) Workshop @ ACM IUI 2025

Admissions

Student or Alumni Interviewer

Cornell University | PhD Program in Information Science

2024

Carnegie Mellon University | Master of Human-Computer Interaction Program

2021

Student Organizations

Finance Officer, UC San Diego Japanese Student Association

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, JavaScript/TypeScript, Java, 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, Graphs & Networks, Philosophy of Science, Contemporary Ethics

Statistical Statistical Inference, Probability Theory, Bayesian Statistics