WEIRUI PENG

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EDUCATION

Columbia University

MSc in Electrical Engineering

· Advisor: Dr. Lydia Chilton

The Chinese University of Hong Kong

BEng in Electronic Engineering with First Class Honor

· Advisor: Dr. Thierry Blu

PUBLICATION

- 1. Qianou Ma, Weirui Peng, Hua Shen, Kenneth Koedinger, and Tongshuang Wu. 2024. What You Say = What You Want? Teaching Humans to Articulate Requirements for LLMs. In submission for ACM CHI 2025.
- 2. Zheng Zhang, Weirui Peng, Xinyue Chen, Luke Cao, Toby Jia-Jun Li. 2024. LADICA: A Large Shared Display Interface for Cognitive Assistance in Co-Located Team Collaboration. In submission for ACM CHI 2025.
- 3. Kyrie Zhixuan Zhou, Weirui Peng, Yuhan Liu, Rachel F. Adler. 2024. Exploring the Diversity of Music Experiences for Deaf and Hard of Hearing People. Accepted to CSCW 2024.
- 4. Weirui Peng, Mengyi Wei, and Kyrie Zhixuan Zhou. 2023. Enhancing User Engagement in AI Auditing Through Gamification and Storytelling. In CSCW Workshop on Supporting User Engagement in Testing, Auditing, and Contesting AI.

RESEARCH EXPERIENCE

Research Assistant, WiNE Lab

Advised by Prof. Sherry Tongshuang Wu

- · Designed and implemented a web-based interactive system that transforms user requirements into effective prompts for large language models (LLMs).
- · Conducted in-depth data analysis of user study results to evaluate system usability and effectiveness, deriving key findings for further development.
- · Paper submitted to ACM CHI 2025

Research Assistant, CMU HCI Institute

Advised by Prof. Niki Kittur & Prof. Nik Martelaro

- · Investigated how designers utilize bio-inspiration to improve design outcomes, focusing on the methods and processes employed in translating natural phenomena into innovative solutions.
- · Developed workshop agendas and organized sessions to explore how designers identify and extract key elements from bio-inspiration, facilitating deeper insights into their creative processes.

Reseach Assistant, SaNDwich Lab

Advised by Prof. Toby Jia-jun Li

- · Conducted interviews with users to understand their unique needs in team planning tools.
- · Designed an interactive system for supporting co-located team collaborations by helping members perform cognitive tasks such as brainstorming, organizing ideas, and making comparisons.
- Paper submitted to ACM CHI 2025

Reseach Assistant, Information Experience and Accessibility Lab Sep 2023 - Jan 2024 Advised by Prof. Rachel F. Adler University of Illinois Urbana-Champaign

Sep 2018 - Jun 2022

Sep 2022 - Dec 2023

Carnegie Mellon University

Apr 2024 - Present

Apr 2024 - Sep 2024 Carnegie Mellon University

Jan 2024 - Present

University of Notre Dame

- · Conducted qualitative content analysis and text mining on Reddit discussions about music experiences of Deaf and Hard-of-hearing (DHH) people.
- · Conducted interviews with DHH people to understand their needs in music appreciation.
- $\cdot\,$ Paper accepted to CSCW 2024.

Reseach Assistant, Computational Design Lab Jun 202

Advised by Prof. Lydia Chilton

- \cdot Created an AI-powered interactive system to assist design students in crafting digital art portfolios with p5.js.
- \cdot Utilized generative AI to co-create visual, audio, and interactive elements based on artists' visions.

PROFESSIONAL EXPERIENCE

Oortech

Machine Learning Research Intern

- Jun 2023 Oct 2023 New York, USA
- \cdot Conducted a detailed comparative analysis of large language models (LLM) including GPT3.5, Vicuna, Bloom, Llama2, Phoenix, and ChatGLM, using the Fastchat platform.
- Implemented the LoRA finetuning method to build and refine a specialized LLM product tailored for Lenovo, incorporating the company's product knowledge through custom datasets constructed from the information provided by Lenovo.
- \cdot Addressed and resolved technical challenges in model training and integration, significantly enhancing the service's ability to provide accurate and effective responses to customer queries.

AWARDS & HONORS

- Talent Development Scholarship, Hong Kong, 2022
- Second Runner Up & Xiaomi Vela- Smart City IoT Award, HackUST, 2021
- Bronze Medal at National Level, 7th International Internet+ College Students' Innovation & Entrepreneurship Competition, 2021

SKILLS

- Programming Languages: Python, JavaScript, LaTex, MATLAB, HTML, CSS, SQL
- Tools and Frameworks: Flask, MySQL, MongoDB, GCP, GitHub, GitHub Actions, Tensorflow, PyTorch
- Languages: Mandarin (native), Cantonese (native), English (fluent)

Jun 2023 - Dec 2023 Columbia University