

Qing (Diane) Hu

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Education

- Carnegie Mellon University** | Pittsburgh, USA 09/2024 – 05/2026
M.A. & M.P.S in Interaction Design, GPA 3.9/4.0 (M.A.)
- Jiangnan University** | Wuxi, China 09/2018 – 06/2022
B.A. in English - Linguistics

Publications

- [P.1] When Your Boss Is an AI Bot: Exploring Opportunities and Risks of Manager Clone Agents in the Future Workplace.
Qing Hu, Qing Xiao, Hancheng Cao, Hong Shen.
CHI'26 - 2026 ACM CHI Conference on Human Factors in Computing Systems. [DOI] [CS News] [Design News]
- [P.2] Can GenAI Move from Individual Use to Collaborative Work? Experiences, Challenges, and Opportunities of Integrating GenAI into Collaborative Newsroom Routines.
Qing Xiao, **Qing Hu**, Jingjia Xiao, Hancheng Cao, Hong Shen.
CHI'26 - 2026 ACM CHI Conference on Human Factors in Computing Systems. [DOI]
- [P.3] The Siren Song of LLMs: How Users Perceive and Respond to Dark Patterns in Large Language Models.
Yike Shi, Qing Xiao, **Qing Hu**, Hong Shen, Hua Shen.
CHI'26 - 2026 ACM CHI Conference on Human Factors in Computing Systems. [DOI]
🏆 **Honorable Mention Award (Top 5%)**
- [P.4] The Data Mirror: Helping Adolescents See and Shape Their Digital Selves on Social Media.
Yui Kondo, Kevin Dunnell, Isobel Voysey, **Qing Hu**, Victoria Paesano, Phi H Nguyen, Qing Xiao, Jun Zhao, Luc Rocher.
Under Submission [arXiv]

Design

- Lady Parts - Hybrid Vaginal Health Care System** 09/2025 – 12/2025
🏆 **2026 Indigo Design Award - Gold Winner** in Interaction Design for Social Change.
- As a team, we designed a on-campus three-part care system includes a self-screening tool, personalized care app, and tailored care kit, empowering young women (18–30) to take agency over vaginal health.
 - I conceived the care system concept and user flow, built the Vaginality Test's App information architecture, designed the kit and the brand identity, and self-directed the **concept video**. I pitched the system to University Health Services and Health Promotion staff; presented at CMU's Scholars to Scholar showcase.
- AI for Therapeutic Use - Narrative Data Web Design** 10/2025 – 12/2025
- Crafted a scrollytelling visual language using handwritten diary entries overlaid with color-coded lines representing mental health conditions proportionally, transforming survey data into an intimate, emotionally resonant narrative.
 - Constructed a four-part narrative arc: from a hook statistic through escalating behavioral patterns to a key contradiction, closing with a call to action for responsible emotional AI product design.
- Food Insecurity in Pittsburgh - Transition Design** 01/2025 – 05/2025
- As a team, we applied the Transition Design framework to analyze food insecurity in Pittsburgh as a wicked problem, mapping its root causes and interdependencies, stakeholders, and historical evolution.
 - Developed an “ecology” of 11 interconnected interventions spanning household to regional scales with a 75-year implementation roadmap, anchored by a community food forest initiative.
- ChatWise - LLM-powered Personal Knowledge Management System** 03/2023 – 06/2023
- Designed a personal knowledge management (PKM) tool that introduces LLMs throughout the entire knowledge workflow, revolutionizing the efficiency of knowledge acquisition. The system features a dual-mode interface with an Explore Mode for concept mapping, and a Digest Mode with an intelligent annotation toolkit for summarizing and comprehending content.
- EiAi - Bias Detection Tool for AI-Generated User Insights** 01/2025 – 04/2025
- Led a research team helping novice designers to identify stereotypical biases when using LLM tools to learn about hard-to-reach user groups (e.g., individuals with ADHD).

- Applied mixed-methods research approach combining explorative and evaluative, quantitative and qualitative methods, including think-aloud protocols, comparative analysis with realuser groups, and assumption artifact testing.
- Developed and tested an LLM interface prototype with contextual bias cues—a side panel linking to common stereotypes.

EchoLingua - Agent-assisted Spoken Language Learning Platform 09/2023 – 11/2023

- Designed and developed an emotion-driven spoken language learning platform with generative agents, an adaptive dialog kit, and a positive assessment system; delivered a high-fidelity prototype and two AI agents with distinct personalities that address the challenges of spoken English education in China.

AIPO - AI Health Management System for Middle-Aged Individuals 06/2023 – 09/2023

🏆 **2023 International User Experience Design Award (UXDA)** - Finalist, National Third Prize.

- Collected 135 user surveys and conducted in-depth interviews with 9 users and 2 medical experts to identify pain points in middle-aged users' health and fitness, and formulated targeted solutions.

CuBit - Decentralized Relationship Ecosystem 09/2022 – 12/2022

- Designed a decentralized relationship ecosystem platform using Soul-Bound Tokens to map real-world relationships; architected a dynamic NFT system with digital art and evolution mechanisms, delivering a tested prototype.

Human-Computer Interaction Research

Research Intern, CARE (Collective AI Research & Evaluation) Lab, HCII, CMU 02/2025 – present

Advised by Prof. Hong Shen, collaborated with Prof. Hancheng Cao (Emory), and Prof. Hua Shen (NYU).

- Research topics: AI Agents in Teamwork, Human-AI Interaction, Future of Work, Management, Dark Patterns in LLMs.
- Conducted literature review for Sociotechnical systems, AI agents, and management; designed and conducted design fiction workshops and user interviews; synthesized qualitative data using reflexive thematic analysis; constructed theoretical frameworks and illuminated sociotechnical power dynamics in teamwork.
- Received \$750 Scholarly Project Funding and \$750 Conference Travel Funds as a presenter from CMU GSA.
- 3 papers accepted by CHI'26 (see [P.1,2,3]).

Research Assistant, Oxford Child-Centred AI Design Lab, University of Oxford 07/2025 – present

Advised by Dr. Jun Zhao and Dr. Luc Rocher.

- Conducted comprehensive literature review on datafication of children, adolescents' data autonomy, critical algorithmic literacy, and HCI systems for datafication awareness. Contributed to theoretical framework construction for understanding how adolescents perceive and interact with their digital data representations.

Employment

Visual Designer, DEBOX GLOBAL LTD. 12/2022 – 09/2024

- Designed DeBox community logos and offline event promotional materials across 20+ countries and regions.
- Designed digital art exhibition booths and brand collateral for global Ethereum events.

UI Designer & Blockchain Industry Researcher, TechFlow 06/2022 – 12/2022

- Designed and developed event website for “Boundless Journey” the Web3 influencer bootcamp.
- Organized 30+ Twitter Spaces with blockchain practitioners, published investment research reports on blockchain news.

Skills

Prototype Development: Claude Code, HTML/CSS, JavaScript, Python, C/C++ (Arduino), Laser Cutting, 3D Printing.

Design: UI/UX (Figma, Framer); Graphics (Illustrator, InDesign, Photoshop, Procreate); Motion & Video Editing (After Effects, Procreate Dreams, Premiere Pro, DaVinci Resolve); 3D Modeling (Blender); AR (Reality Composer, Adobe Aero, BlippAR).

Research: Literature Review, Participatory Workshop, Qualitative Research (Semi-structured Interviews, Think-Aloud Protocols, A/B Test), Theoretical Framework Construction, Stakeholder Mapping, Academic Writing.

Service

Teaching: Conducted a Figma Workshop at Design Software Lab, School of Design, CMU. 11/2024