

Lina Zhang

Human-Computer Interaction · Tangible & Embodied Interaction · Shape-Changing Interfaces · Interactive Fabrication Toolkits · Mechanical Metamaterials

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EDUCATION

Ph.D., Human-Computer Interaction

City University of HongKong · School of Creative Media
Supervisor: Dr. Kening Zhu | Co-supervisor: Alvaro Cassinelli

Aug. 2021--2026

M.S., Integrated Design & Media (IDM)

New York University · Tandon School of Engineering, New York, USA

Aug. 2018 - May 2020

M.S., Industrial Economics

Xiamen University · Xiamen, China

Sept. 2011 - June 2014

B.E., Management Information Systems

China University of Geosciences · Wuhan, China

Sept. 2007 - June 2011

PUBLICATIONS & MANUSCRIPTS

[1] MetaCanvas: A Tangible Toolkit for Prototyping Tessellation-Based Shape-Changing Structures by Cut-and-Configure Authoring

Lina Zhang, zhian Hu, Jianhui Yan, Yibin Huai, Ziqi Fang, Kening Zhu

ACM UIST 2026 (Proceedings of the 39th Annual ACM Symposium on User Interface Software and Technology)

[2] AirPalm: Exploring Airborne Haptic Feedback from Phone-Back Airflow on the Palm

Yibin Huai, Lina Zhang, Zeshui Li, Kening Zhu

ACM IMWUT / UbiComp 2026 (Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies)

[3] ThreadTessel: A Modularized Tangible Toolkit Leveraging Origami Tessellation for Designing Thread-actuated Shape-changing Structures

Lina Zhang, Yibin Huai, Zhian Hu, Jiayi, Alvaro Cassinelli, Kening Zhu

ACM TEI 2025 (19th International Conference on Tangible Embedded and Embodied Interaction)

[4] WhisperCup: A Design Exploration for Improving the Remote Communication between Chinese Parents and Their Adult Children through Digitally-Augmented Everyday Objects

Lina Zhang, Yichen Yuan, Jiaan Li, Alvaro Cassinelli, Kening Zhu

ACM MobileHCI 2024 (Proceeding of the ACM Human-Computer Interaction (PACM HCI), Vol. 8, MHCI)

AWARD

The third price, The 10th Huacan Award — Cross-Strait Emerging Design Competition, China Association of Higher Education (2026)

TEACHING & MENTORING

Workshop Instructor — Digital Fabrication & Physical Computing

2025-2026

City University of Hong Kong · courses led by Prof. Kening Zhu

- Designed and delivered hands-on workshops on 3D printing and fabrication workflows for undergraduate and graduate students.

Teaching Assistant — Contemporary & New Media Art

2024~2025

City University of Hong Kong · School of Creative Media

ACADEMIC SERVICE

- **Associate Chair**, Work-in-Progress — ACM TEI 2026
- **Associate Chair**, Late-Breaking Work — ACM CHI 2025
- **Reviewer** — IEEE VR 2025 · ACM DIS 2024

TECHNICAL & RESEARCH SKILLS

Physical computing & fabrication Shape-memory-alloy (SMA) & soft actuation; embedded electronics & conductive-circuit design; microcontrollers (ESP32); 3D printing (FDM / SLS); laser cutting

Computational & interaction design Rhino / Grasshopper (Kangaroo) parametric & simulation-driven design; interaction & tangible-interface design; UX & VR design; 3D modeling

Research methods User-study & experiment design; qualitative / thematic analysis; quantitative analysis in R; technical characterization of interactive systems

SELECTED INDUSTRY EXPERIENCE

UX Designer (Freelance) — Media Combo Nov 2020 – Jun 2021 · New York

- Designed the digital interactive experience for the Mandala Lab at the Rubin Museum, including the “Scents” and “Mantra” installations exploring the relationship between emotion and scent.

Product Manager — Bilibili Mar 2018 – Aug 2018 · Shanghai

- Led the redesign of the video “Player” page—user research, cross-team coordination, and delivery; achieved a **+30% increase in video views per user**.

Product Designer — iQIYI Sep 2015 – Jun 2017 · Shanghai

- Designed and maintained the “Play Record” (~20M daily users) and “Collection” (~2M daily users) features—information architecture, interaction, and logic flows—yielding **+30%** and **+50%** DAU respectively.
- Launched advanced player features (Picture-in-Picture, sleep timer); redesigned the in-app feedback flow linking front-end and customer-service systems.

Product Manager Assistant — Midea Group Jun 2014 – Mar 2015 · Foshan

- Built personas from participant observation and produced flowcharts and wireframes for service-order and finance-order systems.
- Achieved the best Graduate of 2014 in IT department