Heiman Yang, Euphie

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A young researcher interested in exploring the cross-section of design, biology, and education.

I see myself as a cell in the social ecosystem, and I feel both passion and a mission to restore balance and vitality to my community. Empowered by knowledge from cognitive science, I hope to contribute to a more inclusive and equitable society through designing to facilitate people of cognitive diversity.

Education

University of California, San Diego (UCSD) – GPA:3.919/4.0   San Diego, CA
BSc in Clinical Psychology; BSc in Cognitive Science – Design and Interaction   Sep 2023 – May 2027
Li Po Chun United World College (LPCUWC) – IB: 41/45   Hong Kong
IB diploma   Sep 2021 – May 2023

Research Experience

UCSD Psychology   Sep 2024– March 2025
Language Production Lab
| Research assistant - SONA Study
- Conduct in-person studies (SONAs) on Chinese-English Bilinguals by tracking their eye movement and speech production when presented with text in the default language of either to study the cognitive interference of cognates
- Organize the audio recordings from Audacity in Excel sheets and clean the eye movement data in Eye tracker to generate reports on the average fixation, dwell time, and trends of regressions
- Cross-check of the two to further analyze trends of "pause" or "self-correction" in speech production when participants encounter cognates vs. non-cognates and their corresponding fixation time
- Interpret the results with respect to the language abilities of each bilingual, collected from MINT bilingual tests.

| Research assistant - Alzheimer's Study
- Assisted experiment design on the text selection, microphone, and eye-tracker calibration for Alzheimer elderlies
- Collected participant surveys to refine the logistics of the study

UCSD Cognitive Science   June 2024 – September 2024
| Researcher Research paper
- Designed and conducted research projects on note-taking behaviors ("Storage-Encoding paradigm") and the influence of environmental stimuli on consumption behaviors
- Utilized cognitive ethnography methods, including focal sampling and in-person surveys with 28 subjects for behavioral observation of eating duration, pace, participant focus and food left overs
- Conducted extensive data analysis utilizing quantitative methods via Excel to interpret findings
- Demonstrating a correlation between consumption and mood changes, supporting the hypothesis that consumption may serve to divert attention

Wilderness & Hum Values Abroad Program   June 2024– July 2024
| Researcher, Volunteer
- Conducted literature review of Japanese dynasties from Kamakura to Heian period, and on-site excursions to Kare San sui, Zen, and Buddhist Temples
- Led group research project on the significance of the symbols in Zen gardens and how they reflect an integration of natural values, Asian and Western influences, and Japanese identity.
- Conducted surveys on 30 people of both tourists and locals, and interpreted the quantitative trends with cross-references to textual evidence from literature review
- Presenting a more comprehensive perspective to contemporary conflict within Asian regions, the Japanese value to etiquette and refinement, and the on-going debate between conservation and commercialization in a global context

Leadership:

Officer of Visual Art
LPCUWC Chinese Cultural Evening   2022 – 2023 Hong Kong
- Facilitated communication between the student council, school finances, and visual art students
- Assigned work for media advertisement and planned decoration layouts for the photo booth, mural art, and performance stage for consistent aesthetics and immersive experience

Vice-President, Social Media Officer

[UCSD Breaking Bread](#) 2023 – 2025 San Diego, CA
- Hosted baking sessions once per month, coordinating work between student members and officers to enjoy baking as a stress-relieving event and selling the end products to give back to communities in San Diego
- planned the logistics including booking, fundraising, recipe testing and budgeting
- initiated a collaboration with Streets of Hope (SD), donated three dozen cookies made by members to the food pantry

Project work

Interactive reading and Note-taking

[Product design – Figma](#)

- identified the pain points from mismatching of info sources (i.e., lectures, readings, discussions) and the note-taking affordances of my device to enhance the information environment and workflow on a personal level
- Conducted literature review field: "enactive" designs, information hierarchies, collective cognition, natural workflow
- Designed basic modules using Sketch and Figma including user flow, wireframe, UI library; designed to increase the salience of knowledge units, and shape cognitive scaffolding with the visual artifacts and organizational framework
- User tested the prototype by qualitatively surveying my peers and learning individual note-taking techniques
- Currently designing an AI mediated "shared knowledge space" for dynamic knowledge flow between students in a classroom setting; through a peer-based notes upload in a shared space, the app will further automate the review of missing knowledge gaps or incorrect connections to encourage collaborative explorations.

"Angst" Exhibition

Multimedium art

[Art portfolio](#)
- Created artworks ranging from sculptures, animations, and multi-media collage artworks; aimed to echo the angst felt during COVID from my peers and faculties and a more united atmosphere in school over the emotions we share
- Designed the exhibition track for visitors; organized the pieces by emotional stages, transitioning from more reflective pieces at the entrance to greater abstract and more aggressive expressions in the interior space
- Constructed a dark room for my animation at the end of the exhibition

Relevant Coursework

COGS 13 Figurative Methods: Cognition in Wild; COGS 17 Neurobiology of Cognition; COGS 10 Cognitive Consequences/ Technology; COGS 11 Minds & Brains; IB Visual Art (7)

Skills

Expertise	Cognitive Science and Psychology research, multi-medium art creation, graphics design, user interface research, interpersonal communication
Tools	Microsoft Office, Google Surveys, Python, Java, Eye tracker, Photoshop, Procreate, Blender
Languages	Chinese, English, German (intermediate)