

# CHENGZHI ZHANG

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**PhD student seeking 2026 UX Research/Research Scientist internship**

I am a **Human-centered** HCI researcher with a background in design, AI, and computer science. My research interests lie at the intersection of **AI and User Experience** and AI literacy. Recently, I have actively developed public-facing interaction installations to enhance **AI literacy**, with a particular focus on **Large Generative Models**.

## EDUCATION

- 2023-2027 **Georgia Institute of Technology** | Atlanta, GA  
Ph.D. in Digital Media, Minor in AI, Expressive Machinery Lab  
Advisor: Brian Magerko **Expected graduation: 05/27**
- 2021-2023 **Carnegie Mellon University** | Pittsburgh, PA  
M.S. in Computational Design  
Dissertation: *Generative Image AI for Design*  
Committee: Daragh Byrne, Nikolas Martelaro, Paul Pangaro
- 2016-2020 **Hunan University** | Changsha, China  
B.ENG. Design: Industrial Design  
with one year exchange in Politecnico di Milano, Italy  
Thesis Project: *Optia-Smart Glasses for Myopia Control and Prevention*

## PROJECTS

- 2023-2027 **AI Literacy Informal Learning Interventions | UX Researcher**  
Expressive Machinery Lab, Georgia Institute of Technology, Atlanta
- Led UX research for AI literacy exhibits deployed at major museums (Griffin Museum of Science and Industry and others), engaging 300+ visitors.
  - Employed mixed-methods evaluation: contextual interviews (150+), surveys, and interaction data logging to assess educational impact and usability.
  - Translated research insights into iterative design improvements, directly increasing exhibit clarity and learning outcomes.
  - Managed full research life cycle: literature review, prototype design, on-site data collection, analysis, and reporting.

- 2023 **Generative AI Tool Design Study | UX Researcher**  
Carnegie Mellon University, Pittsburgh
- Led a mixed-methods UX study with II architecture students, using design tasks, observation, and interviews to assess an AI sketch-to-image workflow.
  - Found AI effective for early-stage inspiration and concept expansion and key UX barriers: unpredictable outputs, poor domain knowledge, and ineffective prompting.
  - Defined actionable design requirements for future AI tools, such as integrated sketching platforms and domain-specific model tuning.
  - First-authored paper presented at ACM Creativity and Cognition (C&C '23).
- 2019 **Alipay Service | UX Design Intern**  
Alibaba Group, Hangzhou, China
- Conducted immersive field research in transit and pharmacy settings to observe user interactions, pain points, and workflows.
  - Delivered actionable insights that directly shaped the product roadmap and feature prioritization for Alipay services.
  - Enabled data-driven design decisions by connecting observed behaviors to specific product enhancements.

## PUBLICATIONS

### CONFERENCE PAPERS

Dashiel Carrera, Jasmine Kaur, Daksh Kapoor, **Chengzhi Zhang**, Jisu Kim, Brian Magerko. "Jaw Dropping" Sound Clouds: Exploring the Role of Awe in Ambient Computational Systems through Installation Art". In: *Proceedings of the 17th Conference on Creativity and Cognition (to appear)*. 2026.

Hasti Darabipourshiraz, Sophie Rollins, Milka Trajkova, **Chengzhi Zhang**, Yasmine Belghith, Tom McKlin, Jessica Roberts, Brian Magerko, Duri Long. "Designing and Evaluating Museum Exhibit Prototypes to Foster Middle Schoolers' AI Literacy through Creativity and Embodiment". In: *Proceedings of the 20th International Conference on Tangible, Embedded and Embodied Interaction*. 2026.

### PRE-PRINT ARTICLES

**Chengzhi Zhang**, Brian Magerko. "Generative AI Literacy: A Comprehensive Framework for Literacy and Responsible Use". In: *arXiv preprint arXiv:2504.19038* (2025).

Yuwen Lu, Yuewen Yang, Qinyi Zhao, **Chengzhi Zhang**, Toby Jia-Jun Li. "AI Assistance for UX: A Literature Review Through Human-Centered AI". In: *arXiv preprint arXiv:2402.06089 and in submission* (2024).

## WORKSHOPS PAPERS (REFEREED)

Yuwen Lu, Ziang Tong, Qinyi Zhao, **Chengzhi Zhang**, Jia-Jun Li Toby. “UI Layout Generation with LLMs Guided by UI Grammar”. In: *ICML 2023 Workshop on AI and HCI*. 2023.

## DEMOS, VIDEOS, AND WORK-IN-PROGRESS (REFEREED)

**Chengzhi Zhang**. “Designing for Public Enlightenment: Enhancing Generative AI Literacy on Socio-technical Aspects in Informal Learning Spaces”. In: *Proceedings of the 20th International Conference on Tangible, Embedded and Embodied Interaction*. 2026.

**Chengzhi Zhang**, Dashiell Carrera, Daksh Kapoor, Jasmine Kaur, Jisu Kim, Brian Magerko. “Sound Clouds: Exploring ambient intelligence in public spaces to elicit deep human experience of awe, wonder, and beauty”. In: *The Thirty-ninth Annual Conference on Neural Information Processing Systems Creative AI Track: Humanity*. 2025.

**Chengzhi Zhang**, Chelsi Alise Cocking, Milka Trajkova, Zoe Lacy Mock, Gemma Tate, Cassandra Naomi Monden, Brian Magerko. “Fostering AI Literacy with LuminAI through Embodiment and Creativity in Informal Learning Spaces”. In: *Proceedings of the 16th Conference on Creativity & Cognition*. 2024, pp. 476–481.

**Chengzhi Zhang**, Weijie Wang, Paul Pangaro, Nikolas Martelaro, Daragh Byrne. “Generative Image AI Using Design Sketches as input: Opportunities and Challenges”. In: *Proceedings of the 15th Conference on Creativity & Cognition*. 2023, pp. 254–261.

Yuwen Lu, **Chengzhi Zhang**, Iris Zheng, Toby Jia-Jun Li. “Bridging the Gap between UX Practitioners’ work practices and AI-enabled design support tools”. In: *CHI Conference on Human Factors in Computing Systems Extended Abstracts*. 2022, pp. 1–7.

## PATENTS

Yingying Zheng, Cuijun Zheng, **Chengzhi Zhang**. “A bagged platelet oscillation device”. ZL 2021 2 0038780.4. 2021.

## HONORS & AWARDS

- 2023 **MSCD Research Support Fund (\$1000)** School of Architecture, CMU
- 2022 **George W. Anderson, Jr. Award (\$1000)** School of Architecture, CMU
- 2022 **MSCD Research Support Fund (\$1000)** School of Architecture, CMU

- 2020 **First Prize Scholarship** Hunan University  
2018 **Third Prize Scholarship** Hunan University

## RELEVANT COURSEWORK

- 2026 **PSYC-6020 Statistical Analysis II** Prof. James Roberts, GT  
2024 **CS-4731 Game AI** Prof. Mark Riedl, GT  
2023 **II-485 Deep Learning** Prof. Bhiksha Raj, CMU  
2022 **10-601 Machine Learning** Prof. Henry Chai, CMU  
2022 **05-630 Programming Usable Interface** Prof. Scott Hudson, CMU  
2022 **48-758 Responsive Mobile Environments** Prof. Daragh Byrne, CMU  
2021 **48-675 Design for Internet of Things** Prof. Daragh Byrne, CMU

## SKILLS & CERTIFICATES

### CERTIFICATES

- 2022 **Mathematics for Machine Learning: Linear Algebra** Awarded through Coursera

### SKILLS

**UX Research** User Interview, Contextual Inquiry, Survey Design, Usability Evaluation, Thematic Analysis

**Data Analysis** R, SPSS, JMP

**Design** Adobe Creative Suite, UI/UX Design, Service Design

**Programming** Python (proficient), Front-end Development (proficient), C++ (intermediate)

**Machine Learning** Pytorch, TensorFlow, Scikit Learn