Yufeng Zhao

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Education

Massachusetts Institute of Technology Sep 2025 - Aug 2027

Master of Science, Media Arts and Sciences

Cambridge, MA

Carnegie Mellon University Sep 2021 - Aug 2022

Master of Human Computer Interaction

Pittsburgh, PA

New York University Shanghai Sep 2016 - May 2020

Bachelor of Science, Interactive Media Arts & Computer Science

Shanghai, China

Publications

Huang, R. L., & Zhao, Y. (2024). A Dataset of Late 1990s and Early 2000s Web Banner Ads on Chinese-and English-language Web Pages. Journal of Open Humanities Data, 10(1), 3. https://doi.org/10.5334/johd.164

Tang, Q., Hu, X., Zeng, Z., & Zhao, Y. (2022). Co-Orb: Fostering Remote Workplace Gratitude with IoT Technology. In *Extended Abstracts of the 2022 CHI Conference on Human Factors in Computing Systems* (CHI EA '22) (pp. 488-493). Association for Computing Machinery. https://doi.org/10.1145/3491101.3514488

Selected Presentations, Talks, Exhibitions, and Performances

Jul 2025 Conference Talk

Generative Technology and Art: Banner Depot 2000

Electronic Literature Organization 2025

Toronto, ON, Canada

Mar 2025 Workshop

Search Every Word on NYC Streets

NYC School of Data 2025

Queens, NY

Jan 2025 Solo Art Exhibition (as NDOI collective)

Caches from the Landscape Centre des arts actuels SKOL

Montréal, QC, Canada

Dec 2024 Talk

all text in nyc (www.alltext.nyc) WordHack December 2024

Brooklyn, NY

Dec 2024 Group Art Exhibition

Caches from the Landscape

ROCK HOST: Infrastructuring the Void at Beigiu Museum of Contemporary Art

Nanjing, China

Nov 2024 Film Screening

Jing's Poetic Cartography

시간의 메아리: Echoes Across Time at TINC (This Is Not a Church)

Seoul, South Korea

Oct 2024 Film Screening

Jing's Poetic Cartography

Transmissions from Far East Nexus at InterAccess

Toronto, ON, Canada

Sep 2024 Group Art Exhibition

Click Here...

SPAM New Media Festival

Seattle, WA

Aug 2024 Conference Talk

Let's find random things on the street, with full-text search!

!!Con 2024 Santa Cruz, CA

Aug 2024 Conference Talk

How to stop worrying and collect early web Banner Ads! (And make art along the way!)

!!Con 2024 Santa Cruz, CA

Mar 2024 Guest lecture

Banner Depot 2000 and workshop on scraping the Wayback Machine

Experimental Humanities Collaborative Network at Bard College (with Richard Lewei

Huang)

Remote via Zoom

Mar 2024 Talk

Banner Depot 2000

Interim Computer Festival (with Richard Lewei Huang)

Seattle, WA

Mar 2024 Talk

Banner Karaoke: A Cyberspace Odyssey

LARPA (with Richard Lewei Huang, Jamie Brew)

Brooklyn, NY

Dec 2023 Talk

Banner Depot 2000 with Poetry Maker (www.banner-depot-2000.net)

WordHack December 2023 (with Richard Lewei Huang)

Brooklyn, NY

Nov 2023 Presentation

Banner Depot 2000 with Poetry Maker (www.banner-depot-2000.net)

School for Poetic Computation Community Art Fair

Software for Artists Day #8 at Pioneer Works (with Richard Lewei Huang)

Brooklyn, NY

Feb 2023 Group Art exhibition

School for Poetic Computation: Malware Anthology

Rhizome

New York, NY and online

May 2022 Conference Presentation

Co-Orb: Fostering Remote Workplace Gratitude with IoT Technology

CHI '22

New Orleans, LA and online

Oct 2021 Group Art exhibition

Caches from the Landscape
Temporal Stack: The Deep Sensor

上空间 Upper Gallery, Research Centre of Contemporary Visual Art, Guizhou Normal

University (made with art collective NDOI)

Guiyang, China

Apr 2021 Group Art exhibition

Unlinked - An Exhibition by IMA Fellows.

New York University Shanghai

Shanghai, China

Jun 2021 Group Art exhibition

Things will Work Out Tomorrow: A Growing Collection of StepBackForward Methodologies.

stepbackforward.art(彳亍以行)(made with art collective Project NoCode)

Hong Kong and online

Jul 2020 Group Art exhibition

Console.log

West Bund Art Center Shanghai, China

Jun 2020 Film Screening

"Tang Long" - Documentary Film

Periferias Festival Marvão, Portugal

Apr 2020 Group Art exhibition

ITP/IMA Spring Show New York University Online

Dec 2019 Group Art exhibition

Future Lab

West Bund Art Center Shanghai, China

May 2019 Film Screening

"Tang Long" - Documentary Film CINEMQ Screening No.28: KIN

Shanghai, China

May 2019 Film Screening

"Tang Long" - Documentary Film

Critica Festival Shanghai, China

Residencies

2024 Ada X's Artist Residency

Ada X (collaboration with Yutong Lin) Montréal, Canada and Remote

2021 Crystal Ruth Bell Mediated 调和 Fellowship

China Residencies, Film and VR Fellowship (with art collective NDOI)

Remote

2021 Signals & Storms Laboratory

Freeport Institute (with art collective NDOI)

Remote

Research and Professional Experience

Graduate Research Assistant
Future Sketches Group - MIT Media Lab
Creative coding, tool making, fun having.

Sept 2025 - Present

Senior Creative Technologist / Software Engineer Brilliant.org

Oct 2022 - May 2025

I make web-based interactive diagrams and learning experiences to inspire and develop people to achieve their goals in STEM. I also build internal tools to empower our teams to provide more engaging, visually interesting, and scientifically sound content.

Product Designer / Engineer

Jan 2022 - Aug 2022

InterDigital

I conducted user research on novel applications of future mobile networks, such as IoT and streamed immersive experiences. I design and implement prototypes to support the research process, including websites, VFX mockups, and VR experiences. I collaborate closely with network engineers to deliver user experience insights for future 6G standards.

VR Researcher Jan 2022 - May 2022

Augmented Perception Lab - Carnegie Mellon University

I developed an experiment environment in VR to study and quantify the effect of change blindness in virtual environments. I created experiment protocols to ensure consistency across tests and pilot tested with participants

User Experience Researcher

Jan 2022 - May 2022

Morphing Matter Lab- Carnegie Mellon University

I helped brainstorm and research potential applications for morphing devices powered by pneumatic mechanisms, specifically around the concepts of facilitating plants-insects-human communications through mimicking leaves.

Research Assistant Sep 2020 - Aug 2021

Humanities Research Lab - New York University Shanghai

I led the frontend development of a React-based web dashboard for streaming and visualizing the US census data for teaching digital humanities.

Associate Fellow Sep 2020 - Aug 2021

Interactive Media Art - New York University Shanghai

I helped manage the maker space, assisted with creative coding and physical computing courses, and hosted workshops across web development, cinematic lighting, and digital fabrication.

Adjunct Research Associate of Telepresence

Feb 2020 - Aug 2020

Interactive Media Art - New York University Shanghai

I worked on Telewindow, a telepresence research project, to explore graphic technique to enhance the visual outcome, such as parallelized marching cube reconstruction and subject relighting through normal map.

Awards

| Silver Winner in Communication UX NY Product Design Awards 2025 | Apr 2025 |
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| Student Design Competition Winner ACM SIGCHI | May 2022 |
| Dean's Research Symposium - Audience Choice Award New York University Shanghai | May 2019 |
| Dean's Undergraduate Research Fund Scholarship New York University Shanghai | May 2018 |