

Rei (Wen-Ying) Lee

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SUMMARY OF QUALIFICATIONS

Self-motivated researcher with expertise in Robotics, UX Research, and Management tasks.

- 5+ years of experience in planning and conducting both lab and field studies with mixed methods
- 5+ years of experience in managing and organizing research projects and graduate-level courses
- 9+ years of experience in academic robotics research, knowledge in applied AI and Machine Learning
- 9+ years of experience in hands-on prototyping with 3D CAD modeling and mechatronics design for robots

EDUCATION

Cornell University, Ithaca, United States Aug. 2017 – Present
Ph.D., Mechanical Engineering, minor in Information Science

Cornell University, Ithaca, United States Aug. 2017 – Jul. 2020
M.S., Mechanical Engineering, minor in Information Science

National Taiwan University, Taipei, Taiwan Aug. 2013 – Jul. 2017
B.S., Mechanical Engineering

PROFESSIONAL SKILLS

Software: C/C++, Python, C# (Unity), JavaScript (Processing), R, ROS, Git, GitHub, SolidWorks, Matlab, html, Illustrator
Research: lab & field experimental study design, survey, interviews, focus groups, video coding, data analysis, Qualtrics

SELECTED RESEARCH & WORK EXPERIENCES

Lead Research Scientist, Cornell University | Robots in Group Lab, Prof. Malte Jung Aug. 2017 – Present
Designing for Playfulness in Human-Robot Interaction: conduct literature reviews, design robots, execute lab and field studies, perform data analysis, and publish academic research papers

UX Researcher, Cornell Tech | Future Automation Research Lab, Prof. Wendy Ju Jul. 2022 – Present
Van Life Project: explore the design space for van life, conduct reviews on the popular van life styles in the US, plan and execute user studies with mixed-methods approaches to discover user need and value for van life planning

Project Manager, Cornell University | Robots in Group Lab, Prof. Malte Jung July. 2021 – May. 2022
Robotic Toaster: Exploring Interaction Paradigm for One Robot to Multiple Users: managed and communicated with teams of undergraduate research assistants to work collaboratively to build a robotic toaster and conduct user studies

Lead Research Scientist & Project Manager, Cornell University | Prof. François Guimbretière Jan. 2020 – Aug. 2021
Integrating Robotic and AI Technologies to Support Embodied Collaborative Design: managed the research team, set up timeline and deliverables, designed, built, and evaluated a novel collaborative robotic system with user studies

Research Engineer, Yale University | Implicit Social Cognition Lab, Prof. Melissa Ferguson Jun. 2021 – May. 2022
Perceptions toward the Competence of Robots: apply and program in Unity to implement a testing WebGL platform for online studies, design and animate robot's behaviors based on needed study conditions

Intern, Universal Studio | Universal Creative - Advanced Technology Interactives/R&D Summer 2019
Collaborated with interdisciplinary teams to conduct research, develop mock-up, and perform play-testing for practical interactive concepts and mechatronics prototypes for several nondisclosure projects

Teaching Assistant, Cornell University | Dept. of Information Science Fall 2021
Developing and Designing Interactive Devices, graduate-level course for designing and building interactive device with microprocessors based on python scripts, prepare class materials, guide and support students' group projects

HONORS & AWARDS

2022	2021-22 Cornell Tech Outstanding Teaching Assistant Award
2021	\Art Microgrant Award for Combining Art Works and Emerging Digital Technologies.
2020	Human-Robot Interaction Conference Pioneer as Outstanding Graduate Researcher in the Field
2018	The Walt Disney Company Award at 2018 Bits On Our Minds (Boom) Student Design Competition.
2016	The Best Undergraduate Research Paper Award at 24th Conference on Automation Technology

OTHERS

Art Exhibition, robot designer/choreographer for the Art Exhibition, LAMINATED EARTH, at the ZAZ10TS Gallery @ NYC.
<https://www.zaz10ts.com/laminated-earth>

Workshop, co-organizer of the 1st international workshop on Research through Design in HRI in conjunction with the 16th international conference on Human-Robot Interaction (HRI'21). <https://rtdxhri.com/>

Reading Group, organizer of a semester-long reading group on design research and design epistemology