

INTERESTS	Human-Computer Interaction , Extended Reality (AR/VR), Education, Creativity
EDUCATION	University of Michigan (UMich) Aug 2025 – Present Ph.D. Computer Science (GPA: 4.00/4.00) Ann Arbor, MI Advisors: Anhong Guo & Xu Wang
	Carnegie Mellon University (CMU), HCII Aug 2023 – Apr 2025 M.S. Educational Technology & Applied Learning Sciences (QPA: 4.16/4.33) Pittsburgh, PA
	Shanghai Jiao Tong University (SJTU) Sep 2019 – Aug 2021, May – Aug 2023 B.S. Electrical and Computer Engineering (GPA: 3.70/4.00) Shanghai, China
	University of Michigan Aug 2021 – Apr 2023 B.S. Computer Science (GPA: 3.95/4.00) Ann Arbor, MI
FULL-PAPER PUBLICATIONS	[C.4] Muzhe Wu , Yanzhi Zhao, Shuyi Han, Michael Xieyang Liu, Hong Shen. 2024. AI LEGO: Scaffolding Cross-Functional Collaboration in Industrial Responsible AI Practices during Early Design Stages. <i>ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW 2026)</i> . [Preprint]
	[C.3] Muzhe Wu* , Haocheng Ren*, Gregory Croisdale, Anhong Guo, Xu Wang. 2023. Rubikon: Intelligent Tutoring for Rubik’s Cube Learning Through AR-enabled Physical Task Reconfiguration. <i>ACM Conference on Designing Interactive Systems (DIS 2025)</i> . [DOI] [Video]
	[C.2] Muzhe Wu* , Yi Fei Cheng*, David Lindlbauer. 2024. New Ears: An Exploratory Study of Audio Interaction Techniques for Performing Search in a Virtual Reality Environment. <i>IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2024)</i> . [DOI] [Video]
	[C.1] Ying-Jui Tseng, Gautam Yadav, Xinying Hou, Muzhe Wu , Yun-Shuo Chou, Claire Che Chen, Chia-Chia Wu, Shi-Gang Chen, Yi-Jo Lin, Guanze Liao, Kenneth R. Koedinger. 2024. ActiveAI: The Effectiveness of an Interactive Tutoring System in Developing K-12 AI Literacy. <i>European Conference on Technology Enhanced Learning (EC-TEL 2024)</i> . [DOI]
	*: equal contributions.
SELECTED EXPERIENCE	Human-AI Lab & Lifelong Learning Lab, UMich Aug 2025 – Present <i>Research Assistant (Advisor: Anhong Guo & Xu Wang)</i> Ann Arbor, MI Developed and evaluated an intelligent tutoring system for Rubik’s Cube learning featuring model tracing, hint generation, knowledge tracing, and practice task generation; evaluated generative image and video models for curating contextual instructions for physical tasks.
	Augmented Perception Lab, CMU Jan 2024 – Apr 2025 <i>Research Assistant (Advisor: David Lindlbauer)</i> Pittsburgh, PA Developed and evaluated novel audio interaction techniques in VR that empower users in search and navigation tasks; developed a computational UI adaptation method to monitor and balance muscle

strain in sitting; investigated the trade-off between user performance and sense of agency in target selection tasks under various levels of preemptive assistance.

Collective AI Research and Evaluation Lab, CMU Oct 2023 – Sep 2024
Research Assistant (Advisor: Hong Shen) Pittsburgh, PA

Led co-design studies with industry AI practitioners on cross-functional team collaboration for early-stage AI risk identification; developed and evaluated a web-based collaboration tool assisting industry AI practitioners in planning AI system development and identifying unethical design choices.

Jim Team, NVIDIA Jul – Oct 2022
Developer (Advisor: Jim Fan) Remote

Built a retro game simulation environment for agent training featuring utility classes & functions and GUIs; enabled GPU acceleration for MineDojo simulation on headless machines.

HONORS, AWARDS AND GRANTS

Weinberg Institute Cognitive Science Graduate Fellowship, UMich (\$5000) Mar 2025
Scholarly Project (formerly GuSH) Funding, CMU Nov 2023
James B. Angell Scholar, UMich Mar 2023
Merit Scholarship, CMU (\$7000) Feb 2023
Dean's Honor List, UMich Dec 2021, Apr, Dec 2022
Best Demo Award, Michigan AI Symposium Nov 2022
University Honors, UMich Dec 2021, Apr 2022
Undergraduate Excellent Scholarship, SJTU (top 10%) Nov 2020, Nov 2021
Meritorious Winner, Mathematical Contest in Modeling (MCM) (top 9.5%) Feb 2021
Silver Medal, University Physics Competition (top 3%) Nov 2020

SERVICES

Reviewer for CHI (2) and CHI LBW & Poster (9) 2023 – Present
Student Advisor at Wenzhou No. 2 Foreign Language School ($N = 700$) May 2020
Volunteer at Jiangchuan Sunshine Nursing Home, Shanghai, China Oct 2019 – Aug 2020

RELEVANT COURSEWORK

HCI: Interactive Extended Reality, Engineering Interactive Systems, Interaction Design, Prototyping
Algorithmic Experiences, Human-AI Interaction & Systems, Educational Design
AI/ML: Machine Learning, Natural Language Processing, Deep Learning for Computer Vision, Science for Deep Learning, Machine Learning in Production, AI for Education
Software: Web Systems, Operating Systems, UI Development, Data Structures & Algorithms
Hardware: Circuits & Signals, Logic Design, Semiconductor Devices, Computer Architecture

SKILLS

Programming Skills: Vibe Coding, Python, JavaScript, C#, R, C/C++, Java, SQL
Frameworks/Libraries: Meta XR SDK, ARKit, React.js, PyTorch, SwiftUI, AWS, Firebase
Tools/Software: Unity, Figma, \LaTeX , MTurk, Docker, Adobe Creative Suite, Ableton, Matlab