

cheYuhan (Jimmy) Lin

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EDUCATION:

The University of Maryland, College Park, MD

May 2024

Doctor of Philosophy in Education

Department: Teaching and Learning, Policy and Leadership

Specialization: Technology, Learning, and Leadership

Advisor: Dr. David Weintrop

University of Pennsylvania, Philadelphia, PA

Dec 2019

Master of Science in Education, Learning Sciences and Technologies

Thesis Title: Motivation and Learning in Computer Science Programming Education

The University of Georgia, Athens, GA

May 2018

Bachelor of Science, Mathematics

Bachelor of Science, Education, Mathematics Education

Concentration: Teaching Advanced Mathematics

Keble College, University of Oxford, Oxford, UK

Mar – June 2016

University of Innsbruck, Innsbruck, Austria

Jul – Aug 2016

REFEREED JOURNAL:

Lin, Y., Weintrop, D. & McKenna, J. (2025). Switch mode: How one environment supports multiple strategies to transition from block-based to text-based programming. *International Journal of Child-Computer Interaction*. <https://www.doi.org/10.1016/j.ijcci.2025.100737>

Li, T., McCalla, L. E., Zheng, H., & **Lin, Y.** (2023). Exploring the influence of magic performance on design creativity. *Thinking Skills and Creativity*, 47, 101223. <https://doi.org/10.1016/j.tsc.2022.101223>

Lin, Y., & Weintrop, D. (2021). The landscape of Block-based programming: Characteristics of block-based environments and how they support the transition to text-based programming. *Journal of Computer Languages*, 101075. <https://doi.org/10.1016/j.col.2021.101075>

Walker, B. B., **Lin, Y.**, & Mccline, R. M. (2018). Q Methodology and Q-Perspectives® Online: Innovative research methodology and instructional technology. *TechTrends*. <https://doi.org/10.1007/s11528-018-0314-5>

REFEREED CONFERENCE PROCEEDINGS:

Lin, Y. & McKenna, J. (2025). Evaluating the Influence of a Global Online Professional Development Platform on Teachers' Robotics Skills and Confidence. *Proceedings of Society for Information Technology & Teacher Education International Conference*. Orlando, Florida, United States: Association for the Advancement of Computing in Education (AACE).

Lin, Y. & McKenna, J. (2025). Hands-On Robotics Modules for Teaching AI to K-12 Students. *Proceedings of Society for Information Technology & Teacher Education International Conference*. Orlando, Florida, United States: Association for the Advancement of Computing in Education (AACE).

Hutchins, N. M., Chandler, L., **Lin, Y.**, McKenna, J., DeFoe, A., & Israel, M. (2025). AI Literacy for Young Learners: A Co-Designed Robotics Unit for Students to Discover the World Beyond Human Senses. In *Proceedings of the 56th ACM Technical Symposium on Computer Science Education V. 2* (pp. 1734-1734). <https://doi.org/10.1145/3641555.3705015>

Lin, Y., McKenna, J. & McKnight, P. (2024). VEX CTE: Design an Educational Industrial Robotic Arm. Demo presented at 2024 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), Liverpool, UK. <https://doi.org/10.1109/VL/HCC60511.2024.00049>

- Lin, Y.,** Weintrop, D., & McKenna, J. (2024). Is Block-Based Programming “Real Programming”? Poster presented at *the Annual Meeting of the International Society of the Learning Sciences (ISLS) 2024*. Buffalo, NY, USA. <https://doi.org/10.22318/icls2024.781947>
- Lin, Y.,** Weintrop, D., & McKenna, J. (2024). Switch mode: How Prior Experiences Shapes How Learners Program in a Hybrid Programming Environments. Paper presented at *the Annual Meeting of the International Society of the Learning Sciences (ISLS) 2024*. Buffalo, NY, USA. <https://doi.org/10.22318/icls2024.435649>
- Lin, Y.,** Weintrop, D. & McKenna, J. (2024). Designing a Progression of Programming Environments to Support K-12 Learners as they Advance. In J. Cohen & G. Solano (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 116-123). Las Vegas, Nevada, United States: Association for the Advancement of Computing in Education (AACE).
- McKenna, J. & **Lin, Y.** (2024). Switch Mode: A Tool for Transitioning Students from Block-based to Text-based Programming. In J. Cohen & G. Solano (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference* (pp. 1181-1184). Las Vegas, Nevada, United States: Association for the Advancement of Computing in Education (AACE)
- Lin, Y.,** Weintrop, D., Selkowitz, A. & McKenna, J. (2023). Act Happy! Act Crazy! Using Emotion-based Commands to Engage Young Learners in Robotics Programming. Poster presented at *Constructionism/FabLearn 2023*. New York, New York, USA.
- Lin, Y.,** Weintrop, D., & McKenna, J. (2023). Coder and Coder Cards: A Novel Tangible Programming Approach to Support Young Programmers. Paper presented at *2023 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, Washington, DC, USA, 2023, pp. 25-30, <https://doi.org/10.1109/VL-HCC57772.2023.00011> (**Awarded Best Short Paper**)
- Lin, Y.,** Weintrop, D., Selkowitz, A. & McKenna, J. (2023). It’s as Easy as 123: Multiple Programming Approaches on a Single Device to Support Novices. Demo presented at *2023 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, Washington, DC, USA, 2023, pp. 263-265, <https://doi.org/10.1109/VL-HCC57772.2023.00048>
- Lin, Y.** (2023) Switch Mode: Exploring Authoring Python inside a Block-Based Programming Environment. Paper presented at *2023 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*, Washington, DC, USA, 2023, pp. 312-313, <https://doi.org/10.1109/VL-HCC57772.2023.00064>
- Lin, Y.,** Weintrop, D. & McKenna, J. (2023). Switch Mode: Building a middle ground between Block-based and Text-based programming. Paper presented at *2023 Symposium on Learning, Design and Technology (LDT '23)*. Chicago, IL, USA. <https://doi.org/10.1145/3594781.3594803>
- Lin, Y.,** Weintrop, D. & McKenna, J. (2023). Switch Mode: A Visual Programming Approach for Transitioning from Block-based to Text-based Programming. In *Proceedings of the 54th ACM Technical Symposium on Computer Science Education V. 2* (pp. 1262-1262). <https://doi.org/10.1145/3545947.3573235>
- Lin, Y.** (2022). Exploring the Child-Robot Interaction with the Programming in Mind: Bridging Physical and Virtual Programming for Young Children. Paper presented at the *21st ACM Interaction Design and Children (IDC) Conference*. Braga, Portugal. <https://doi.org/10.1145/3501712.3538834>
- Fields, D. A., **Lin, Y.,** Jayathirtha, G., & Kafai, Y. B. (2020). A Redesigned Reconstruction Kit for Rapid Collaborative Debugging and Designing of E-Textiles. In *Proceedings of the FabLearn 2020-9th Annual Conference on Maker Education* (pp. 98-101). <https://doi.org/10.1145/3386201.3386207>

KEYNOTE PRESENTATIONS:

- Lin, Y.** (2024). 將 AI 融入機器人教育 (Integrating AI into Robotics Education). Keynote presented at *2024 ICEET 數位學習與教育科技國際研討會 (International Conference on E-learning and Educational Technology)*. National Chengchi University, Taipei, Taiwan.

INVITED TALKS:

- Lin, Y.** (2024). It's as Easy as 123: Designing Multiple Programming Approaches on a Single Device to Support Novices. Invited Guest Lecture at the Critical Issues in Early Childhood Education course, Department of Early Childhood Education, The Education University of Hong Kong, Online
- Walker, B., & **Lin, Y.** (2020). Q-Methodology workshop Invited Talk at the Learning, Design and Technology Department, Purdue University, Online

REFEREED PRESENTATIONS:

- Lin, Y.** & McKenna, J. (2025). Online Professional Development on Computational Thinking with Elementary School Teacher in Southeast Asia. Poster presented at *the Annual Meeting of the American Educational Research Association (AERA) 2025*. Denver, CO, USA.
- Lin, Y.** (2025). Best Practices to Reach all Learners in Our STEM Classrooms. Presented at *2025 FETC Annual Conference*. Orlando, FL.
- Lin, Y.,** & McKenna, J. (2025). Design an Accessibility Computer Science Environment for K-12. Round table presented at *2025 FETC Annual Conference*. Orlando, FL.
- Lin, Y.** (2025). Inclusion in Robotics: Ensuring Accessibility for All Students. Round table to be presented at *2025 FETC Annual Conference*. Orlando, FL.
- McKenna, J. & **Lin, Y.** (2024). Science and Data Logging with Python. Workshop presented at *2024 Southern Educational Robotics Conference*, Auburn, AL.
- Lin, Y.,** & McKenna, J. (2024). AI and Computational Thinking: Vision Sensor Decision-Making with Robotics. Workshop presented at *2024 Southern Educational Robotics Conference*, Auburn, AL.
- Lin, Y.** (2024). VEX V5: Powering Innovation in PLTW STEM Classes. Presented at *2024 Project Lead The Way (PLTW) Summit*, San Diego, CA, USA.
- Lin, Y.** (2024). Use VEX IQ in Higher Education. Playground presented at *the Annual Conference of the International Society for Technology in Education (ISTE) 2024*. Denver, CO, USA.
- Lin, Y.** (2024). VEX: Switch Mode: Combining Block-based Programming and Text-based Programming. Workshop presented at the *2024 WeTeach CS Summit*. Fort Worth, TX, USA.
- Lin, Y.,** Weintrop, D., McKenna, J., Lee, A. & Luo, M (2024). Switch Mode: 探討過往程式設計經驗對於混合格式語言環境的影響 (Switch Mode: Understanding the Effects of Prior Programming Experiences in a Hybrid Programming Environment). Poster presented at *2024 ICEET 數位學習與教育科技國際研討會 (International Conference on E-learning and Educational Technology)*. National Chengchi University, Taipei, Taiwan.
- Lin, Y.,** Weintrop, D., Selkowitz, A., McKenna, J., & Lee, A. (2024). Engaging Young Learners to Program with Emotion-based Commands in Storytelling. Paper presented at *1st EdUHK International Conference for Research in Early Childhood Education and Development*. The Education University of Hong Kong, Tai Po, Hong Kong SAR.
- Lin, Y.,** Weintrop, D., & McKenna, J. (2024). Switch Mode: Embedding Text-based Programming in Block-based Environments. Paper presented at *the Annual Meeting of the American Educational Research Association (AERA) 2024*. Philadelphia, PA, USA.
- Lin, Y.,** Weintrop, D., McKenna, J. & Luo, M (2023). 使用 VEX123 機器人幫助低年級學習者銜接實體與虛擬程式設計 (Connecting Physical and Virtual Programming for K-3 Students with VEX 123). Paper presented at *2023 ICEET 數位學習與教育科技國際研討會 (International Conference on E-learning and Educational Technology)*. National Chengchi University, Taipei, Taiwan.
- Lin, Y.,** Weintrop, D., McKenna, J. & Luo, M (2023). Switch Mode 建立視覺化程式語言和文字式程式語言的中間過渡地帶 (Switch Mode: Building a Middle Ground between Block-based and Text-based Programming). Poster presented at *2023 ICEET 數位學習與教育科技國際研討會 (International Conference on E-learning and Educational Technology)*. National Chengchi University, Taipei, Taiwan.
- Lin, Y.,** Weintrop, D. & McKenna, J. (2023). Lowering the Floor with VEX123: Bridging Physical and Virtual Programming for Young Learners. Poster presented at *the Annual Meeting of the American Educational Research Association (AERA) 2023*. Chicago, IL.

- Lin, Y.,** Weintrop, D. & McKenna, J. (2023). Switch Mode: Scaffolding Learners From Block-Based to Text-Based Programming. Poster presented at *the Annual Meeting of the American Educational Research Association (AERA) 2023*. Chicago, IL.
- Lin, Y.,** Weintrop, D. & McKenna, J. (2023). Switch-Mode: Authoring Text-based Programming in Block-based Programming Environment. Paper presented at *2023 FETC Annual Conference*. New Orleans, LA.
- Lin, Y.** (2022). Switch Mode - Scaffolding the Block-to-Text Transition in a Introductory Programming Environment. Workshop presented at the *2022 Learning Sciences Graduate Student Conference (LSGSC)*, Indiana University - Bloomington, Bloomington, IN.
- Lin, Y.,** Weintrop, D. & McKenna, J.(2022). Mixed Mode: A New Approach to Bridging Block-based and Text-based Programming. Paper presented at *2022 CSTA Annual Conference*. Chicago, IL.
- Sirinterlikci, A., Harter, L., McKenna, J., **Lin, Y.,** & Oravec, R.(2022). Learning Robot Programming Anywhere: VEXcode VR. Paper presented at *2022 ASEE Annual Conference and Exposition*. Minneapolis, MN.
- Lin, Y.,** Weintrop, D. & McKenna, J.(2022). Designing a Physical Robotic for Youth Supporting Multiple Programming Approaches. Poster presented at *the University of Maryland 39th Annual HCIL Symposium*. College Park, MD.
- Lin, Y.,** Weintrop, D. & McKenna, J.(2022). Supporting Multiple Programming Approaches in Early Elementary School Computer Science Education. Poster presented at the *2022 The Conference on Research in Equity and Sustained Participation in Engineering, Computing, and Technology (RESPECT)*, Philadelphia, PA.
- McKenna, J. , Weintrop, D. & **Lin, Y.** (2022). Intro to VEXcode VR Enhanced & Advanced + Panel Discussion. Presented at *the VEX Educator Conference @ VEX Robotics World Championship*. Dallas, TX.
- Lin, Y.** (2021). Understanding Middle Students' Transition Between Block-Based Programming and Text-Based Programming in a Summer Course. Poster presented at *the 2021 Learning Sciences Graduate Student Conference (LSGSC)*, University of Illinois at Urbana-Champaign, Champaign, IL.
- Lin, Y. &** Weintrop, D. (2021). Bridging the Gap from Blocks-to-Text: Designs for Supporting Learners moving from Block-based to Text-based Programming. Poster presented at the *University of Maryland 38th Annual HCIL Symposium*. Virtual.
- Lin, Y. &** Weintrop, D. (2021). The Current Landscape of Block-based Programming Environments. Paper presented at *the Annual Meeting of the American Educational Research Association (AERA) 2021*. Virtual.
- Lin, Y. &** Weintrop, D. (2021). Bridging the Gap from Blocks-to-Text: Designs for Supporting Learners moving from Block-based to Text-based Programming. Paper presented at *the University of Maryland COE Graduate Student Organization Student Research Symposium*. Virtual.
- Fields, D. A., **Lin, Y.,** Jayathirtha, G. & Kafai, Y. B. (2020). A Redesigned Reconstruction Kit for Rapid Collaborative Debugging and Designing of E-Textiles. *The Lightning Debugging Symposium: A Conversation About Research and Practice in K-12 CS Education*, Convened by Creative Technology Research Lab (CTRL), College of Education, Univ. of Florida. Virtual.
- Lin, Y. &** Fields, D. (2020). Understanding High School Students' Debugging Strategies through Think-Aloud Protocols. Paper presented at *the 2020 Learning Sciences Graduate Student Conference (LSGSC)*, University of Wisconsin, Madison, WI.
- Walker, B., & **Lin, Y.** (2019). Custom Your Q: Real Time Results for Classrooms and Participatory Q Conversations. Paper presented at *the 35rd Annual Conference for International Society for the Scientific Study of Subjectivity*, University of Naples Federico II & Associazione Scientifica Centro di Portici, Naples, Italy.
- Walker, B., & **Lin, Y.** (2018). Q-Methodology primer: A mixed methods approach to research. Paper presented at the *Association for Educational Communications & Technology Conference*, Kansas City, MO
- Walker, B., & **Lin, Y.** (2018). Deepening Reflection and Discussion in the Classroom: Hearing all Student Voices with Q-Perspectives®. Paper presented at *the Innovation in Teaching Conference*, University of Georgia, Athens, GA
- Walker, B., & **Lin, Y.** (2018). Customized Online, Flipped, and F2F Classroom Use of Q-Perspectives® with Real-Time Results. Paper presented at *the 34rd Annual Conference for International Society for the Scientific Study of Subjectivity*, Charlotte, NC

- Lin, Y.** (2018). Understanding Students' Subjective Understanding with Q-Perspectives®. Poster session presented at *the 2018 University of Georgia Center for Undergraduate Research Opportunities Symposium*, Athens, GA
- Walker, B., & **Lin, Y.** (2017). Q-Methodology primer: A mixed methods approach to research. Paper presented at the *Association for Educational Communications & Technology Conference*, Jacksonville, FL
- Walker, B., & **Lin, Y.** (2017). Reflection, learning, and scholarship with Q-Perspectives. Paper presented at the *Innovation in Teaching Conference*, University of Georgia, Athens, GA
- Walker, B., **Lin, Y.**, & Li, T. (2017). Q-Perspectives®: Inviting new audiences to Q with real-time classroom results. Paper presented at *the 33rd Annual Conference for International Society for the Scientific Study of Subjectivity*, Glasgow Caledonian University, Glasgow, Scotland, UK.
- Walker, B., & **Lin, Y.** (2017). Designing for real-time results. Paper presented at *the Instructional Design and Development at the University of Georgia Conference*, Athens, GA, USA.

PANELS:

- Lin, Y.** (2025). Gearing Up for the Future: Stories and Strategies from Robotics Teams. Panel moderator at the 2025 *Three Rivers Educational Technology Conference (TRETTC)*, Pittsburgh, PA, USA.

PODCASTS:

- EduTechGuys at ISTE 2024 (<https://podcasts.apple.com/us/podcast/edutechguys-conference-coverage/id1339642733?i=1000660499798>)

RESEARCH EXPERIENCE:

Innovation First International, Pittsburgh, PA

Director of Computer Science Education

March 2024 – Present

- Research and design Switch mode for students to transition from block to text-based programming.
- Research and design on how to make block-based programming more accessible, such as screen reader.
- Led professional development sessions for educators, focusing on the integration of VEX Robotics and software to enhance their computer science class or integrate robotics into their subject area.
- Design and develop curriculum for the VEX AIM Coding Robot.
- Conduct computational thinking professional development cohort with a focus of Universal Design for Learning (UDL) for teachers in South East Asia and Africa.
- Organize and host the first Unified Robotics competition in western PA.

The University of Maryland, College Park, MD

Research Assistant for David Weintrop

May 2020 – May 2024

- Develop taxonomy for Block-based programming environment and examine the transition for Block-based programming to text-based programming
- Research on VEX Virtual Robotics (<https://vr.vex.com>) platform and design Switch Mode
- Examine the design principle of VEX 123 Robot (<https://123.vex.com>)
- Research on the Including Neurodiversity in Foundational and Applied Computational Thinking (INFACT) project
- Develop and maintain Impact Libraries project (<https://impact.ischool.umd.edu>) website and assessment buffet tool

Robomatter Inc, Pittsburgh, PA

Educational Research Intern

May – Aug 2021, May – Aug 2022, May – Aug 2023

- Research on the most effective ways to transition students from block to text-based programming
- Research on teachers' perception of a successful transition from block to text-based programming
- Design prototype of Switch Mode which will support students' transition from blocks to text-based programming in VEXcode programming software

University of Pennsylvania, Philadelphia, PA

Research Assistant for Dr. Yasmin Kafai

Sep 2018 – May 2020

- Develop and test prototype using Micro:bit with Python for Explore Computer Science (ECS) Electronic-textile curriculum
- Rewrite ECS E-textile curriculum unit from Arduino C to Python
- Create prototype with paper circuit and Chibitronic and co-facilitate after-school program with 3 other graduate students with 16 high school students in Franklin Institute
- Perform qualitative research on students' computer programming debugging skills with reconstruction kit
- Transcribe and create coding rubric on students' pre-interview of computer programming debugging skills.
- Create BioMakerLab website (<https://sites.google.com/view/biomakerlab/>)

Teaching Assistant for Catalyst @ Penn GSE

Sep 2019 – May 2020

- Code previous *Experiences in Applied Computational Thinking (EXACT)* professional development program interview data about teacher PD design features
- Develop Raspberry Pi Workshop curriculum for *Computational Thinking in Action (CTIA)*

Teaching Assistant for Dr. Iryna Kozlova

Sep 2019 – Nov 2019

- Create GRE Mathematics task in 3D virtual world “Virbela” for professional development to test preparation teachers from China New Oriental Group
- Facilitated two workshops with total of 70 teachers from New Oriental Group

University of Georgia, Athens, GA

Research Assistant for Research for the Advancement of Innovative Learning

Sep 2016 – Dec 2016

- Created Robotics Curriculum targeted for 4th grade students with RoboRobo for them to understand basic robotics movement
- Facilitated two Robotics Training session for Middle School Science Education Program with about 20 pre-serviced teachers each session

TECHNICAL EXPERIENCE:

J.W. Fanning Institute for Leadership Development, University of Georgia, Athens, GA

Summer Computer Programmer (Full-stack)

May 2018 – Aug 2018

- Migrated *Ruby on Rails* application to Amazon Web Service (AWS)
- Maintained sustainability of the *Ruby on Rails* application on AWS
- Created new functions and features for Q-Perspectives® <https://app.qperspectives.com>
- Created user manual for the surveys and webinars created as a student worker.

Student Worker – Full-stack Computer Programmer

Aug 2015 – May 2018

- Created a database web application by *Ruby on Rails* for Q-Perspectives® by using Q-Methodology factor analysis written with *R* for real-time analysis in over 50 sessions <https://app.qperspectives.com>
- Created database web apps by *Ruby on Rails* for Athens Peer Court attendance system, Conflict Style Quiz, Mentoring Style Quiz and Risk Propensity Quiz with easy to use user interfaces and real-time reports for faculty to use in their leadership training
- Created an online learning website by *Ruby on Rails* for Youth Leadership in Action
- Created computer games by *HTML5 & JavaScript* and website by *Ruby on Rails* for youth leadership development
- Received: University of Georgia Center for Undergraduate Research Opportunities (CURO) Research Assistantship

E Fund Management Co., Ltd., Shanghai, China

Intern

June 2017 – July 2017

- Tested user interface and gave suggestions about the format and design across all different platforms
- Researched ways to promote mutual fund products to end-users

TEACHING EXPERIENCE:

University of Maryland, College Park, MD

- INST 371 - Teaching and Learning in the Information Studies - *Teaching Assistant* 2024 Spring
- TLPL300 - Digital Learning Tools and Communities - *Teaching Assistant* 2024 Spring
- INST 208Z - Designing Tools for Tinkering and Learning – *Co-Instructor of Record* 2023 Fall
- INST 408Q - Teaching and Learning in the Information Studies - *Teaching Assistant* 2022 Spring

University of Pennsylvania, Philadelphia, PA

- EDUC 508 - Maker Studio - *Studio Assistant* 2020 Spring
- EDCE 592 - Using Machines for Problem Solving - *Teaching Assistant* 2020 Spring
- EDCE 595 - Using Data Practices for Problem Solving - *Teaching Assistant* 2020 Spring
- EDCE 596 - Computational Thinking with Scratch - *Teaching Assistant* 2020 Spring
- EDCE 590 - Programming using Python - *Teaching Assistant* 2019 Fall
- EDCE 592 - Using Machines for Problem Solving - *Teaching Assistant* 2019 Fall
- EDCE 595 - Using Data Practices for Problem Solving - *Teaching Assistant* 2019 Fall

Athens Technical College, Athens, GA

- MATH 1101 - Mathematics Modeling - *Student Teaching* 2017 Fall

Jefferson High School, Jefferson, GA

- Advanced Algebra – *Practicum* 2017 Spring

Clarke Middle School, Athens, GA

- *Practicum* 2016 Fall

Clarke Central High School, Athens, GA

- *Practicum* 2015 Fall

REVIEWER:

JOURNALS:

- Educational Technology Research and Development 2020 – 2024
- Journal of Computer Languages 2021, 2024 – 2025
- Journal of Educational Research 2024

CONFERENCES:

- ACM International Conference on Tangible, Embedded and Embodied Interaction (TEI) 2024
- Constructionism/FabLearn 2023
- ACM CHI Conference on Human Factors in Computing Systems 2022
- International Conference of the Learning Sciences 2021 – 2022, 2024
- ACM Interaction Design and Children (IDC) 2021, 2024
- Learning Science and Graduate Student Conference 2020 – 2023
- ACM SIGCSE Technical Symposium 2022 – 2023
- American Educational Research Association 2022

COMPETITIONS:

- Milken-Penn GSE Education Business Plan Competition 2020 – 2021, 2024

AWARDS:

- IEEE Symposium on Visual Languages and Human-Centric Computing Best Short Paper 2023
- University of Maryland Graduate School Special Dean's Fellowship \$25,000 2020 – 2023
- University of Pennsylvania Graduate School of Education Merit Scholarship \$10,000 2018
- University of Georgia Center for Undergraduate Research Opportunities (CURO) Research Assistantship \$1,000 2017

SERVICES:

UNIVERSITY:

- Technology, Learning & Leadership Faculty Search Committee.* University of Maryland College of Education 2023
- Computing Education Committee.* University of Maryland College of Information Studies 2021 – 2024

CONFERENCE:

- Research Papers Program Committee.* Visual Language and Human-Centric Computing 2025
- Social Committee Co-Chair.* Learning Science Graduate Student Conference 2023

Submission Committee. Learning Science Graduate Student Conference

2022

PROFESSIONAL ORGANIZATIONS:

American Educational Research Association	2020 – Present
Association for Computing Machinery	2023 – Present
International Society of the Learning Sciences	2020 – 2022
International Society for the Scientific Study of Subjectivity	2017 – 2019
Association for Educational Communications and Technology	2017 – 2019
National Council of Teachers of Mathematics	2015 – 2018

CERTIFICATIONS:

Mental Health First Aid USA	Jan 2019 — Jan 2022
Apple Teacher Swift Playground Certificate	Feb 2019
Certificate in Educational Psychology and Instructional Technology <i>From The University of Georgia</i>	May 2018
Apple Teacher Certificate	Oct 2016

TRADEMARK:

- Owner of “Q-Perspectives® Online”

SKILLS:

Programming Languages: Proficient in Full stack web development, Python, Django, Ruby on Rails, HTML5, JavaScript, MySQL, PostgreSQL, CSS, Git, Heroku, R. Good working knowledge of Ubuntu, Docker, React, PHP, Node.JS, Socket.IO, JAVA, Ionic Framework, AngularJS.

Computer: Proficient in Apple Configurator, MDM (Mobile Device Management), Office 365, Google Apps, Google Classroom, Canvas LMS, Moodle, Schoology.

Languages: Fluent in Chinese and English, both written and verbal.