

Wen-Fan (Vann) Wang

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Department of Electrical and Computer Engineering (Visiting Scholar)
University of California, Los Angeles
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Los Angeles, CA, USA

Taipei, Taiwan

EDUCATION

Cornell Tech, Cornell University, New York, United States Aug 2026 – Present
Ph.D. Student in Information Science
Advisor: Prof. Max Kreminski

National Taiwan University, Taipei, Taiwan Sep 2023 – Jun 2026 (Expected)
Master of Science, Computer Science and Information Engineering
Advisors: Prof. Bing-Yu Chen and Prof. Mike Y. Chen

FZD School of Design, Singapore Feb 2019 – Jan 2020
Concept Design Program

National Taiwan University, Taipei, Taiwan Sep 2014 – Jun 2018
Bachelor of Science, Psychology

RESEARCH EXPERIENCE

HCI Research, UCLA, Los Angeles, United States
Visiting Scholar May 2025 – May 2026 (Expected)
Advisor: Prof. Anthony Xiang Chen

- Conducting research on human–AI collaboration and multi-agent systems for creative production workflows. Leading AnimAgents (CHI '26 under review), a stage-aware orchestration system that coordinates multi-stage animation pre-production. The system has been deployed in 2 professional studios to support real-world creative projects.

Communication and Multimedia Lab, National Taiwan University, Taipei, Taiwan
Research Assistant Jan 2024 – June 2026 (Expected)
Advisor: Prof. Robin Bing-Yu Chen

- Conducted research on human–AI collaboration in professional creative workflows, developing creativity-support systems adopted by animation and game studios. Led multiple first-author projects including AIdeation (CHI '25), GenTune (UIST '25), and DDS (CHI '26 under review) focusing on human-centered generative AI, interpretability, and controllability.

Modeling and Informatics Lab, National Taiwan University, Taipei, Taiwan
Research Assistant Jan 2015 – June 2016
Advisor: Prof. Tsung-Ren Huang

- Conducted research on differences in EEG patterns between twins performing simple cognitive tasks; Analyzed emotional word usage on social media platforms using sentiment analysis and linguistic feature extraction.

PROFESSIONAL EXPERIENCE

Moonshine Studio, Taipei, Taiwan

Acting Technical Lead

Jan 2022 – Aug 2022

- Led the design and development of Extended Reality (XR) systems in Unreal Engine, enabling real-time synchronization between live-action and virtual environments. Deployed across major productions including the 2022 Mayday New Year’s Eve Concert, Hero — Jay Chou — League of Legends 11th Anniversary (2022), and projects for high-profile clients such as ASUS and ACER.

Technical Artist

Feb 2021 – Jan 2022

- Experienced in virtual production with a focus on computer vision, real-time composition, and Unreal Engine tool development (shaders and plugins). Contributed to major productions including the Gamania Virtual Idol Festival (2021), JJ Sanctuary Finale (2021), the KKBOX Online Concert (2021), the Gold Leaf TV series (2020), and the VR documentary Missing Pictures Episode 2: Tsai Ming-liang (2021).

Environment Artist

Jun 2020 – Feb 2021

- Designed and produced 3D environments in Blender and Unreal Engine for concerts, music videos, commercials, and product launches. Delivered 8 large-scale virtual production projects from concept to final execution.

PUBLICATIONS

Conference Papers

1. Pin-Chun Lu, **Wen-Fan Wang**, Che-Wei Wang, Ting-Ying Lee, Tsai-Hsuan Lin, Duo-Jie Hsiao, Che-Han Hsieh, Yu-Ting Tseng, Neng-Hao Yu, Mike Y. Chen. **MoveTogether: Exploring Physical Co-op Gameplay in Mixed-Reality**. *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26)*. **Honorable Mention Award**.
2. **Wen-Fan Wang**, Ting-Ying Lee, Chien-Ting Lu, Che-Wei Hsu, Nil Ponsa Campanyà, Yu Chen, Mike Y. Chen, Bing-Yu Chen. **GenTune: Toward Traceable Prompts to Improve Controllability of Image Refinement in Environment Design**. *Proceedings of the 38th Annual ACM Symposium on User Interface Software and Technology (UIST '25)*.
3. **Wen-Fan Wang**, Chien-Ting Lu, Nil Ponsa Campanyà, Bing-Yu Chen, Mike Y. Chen. **AIdeation – Designing a Human-AI Collaborative Ideation System for Concept Designers**. *Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25)*.

Extend Abstract and Posters

1. **Wen-Fan Wang**, Ting-Ying Lee, Tsai-Hsuan Lin, Duo-Jie Hsiao, Che-Han Hsieh, Yu-Ting Tseng, Lo Yi-Chun. **Wandering Spirit: Exploring Cooperative Mixed-Reality Gameplay with Shared Physical Props**. *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '25)*, Student Game Competition, First Place.
2. A.Y.H. Tseng, **Wen-Fan Wang**, Bing-Yu Chen. **SegAnimeChara: Segmenting Anime Characters Generated by AI**. *Proceedings of ACM SIGGRAPH 2023 Posters*, pp. 1–2.

HONORS & AWARDS

First Place, Student Game Competition, CHI '25 EA

2025

Wandering Spirit: Exploring Cooperative Mixed-Reality Gameplay with Shared Physical Props

Google Research Gift – East Asia Student Travel Grant, \$1500 2025
Travel Grant for presenting AIdeation at CHI '25

NSTC Overseas Conference Travel Grant, \$1000 2025
Travel Grant for presenting AIdeation at CHI '25

ACADEMIC SERVICE

Invited Speaker, Institute of Industrial Science (IIS), The University of Tokyo, Jan 2026
Invited by Prof. Chi-Lan Yang to give a talk on *Creativity Support*.

Reviewer, ACM CHI '26 * 3 (*Outstanding Review Recognition* * 2), C&C '26 *1, DIS '26 * 2 (*Outstanding Review Recognition* * 1)

Panelist, UIST '25 Workshop on Facilitating Longitudinal Interaction Studies of AI Systems

ACTIVITIES

Student Association for Cross Straits Exchange, National Taiwan University, Taipei, Taiwan
President Sep 2016 – Aug 2017
Head of Activities Sep 2015 – Aug 2016

- Organized over a dozen lectures and events related to cross-strait exchange, culture, politics, and economics.
- Hosted exchange students from around the world and led cultural exchange activities exploring Taiwanese culture.

The Second Cross-Strait Youth Forum Jul 2016
Organizer

- Independently organized a large-scale event, leading 40 students from universities across Taiwan and mainland China to visit sites related to community development and cultural preservation in Beijing, Tianjin, Taipei, and Tainan.

SKILLS

Languages: Mandarin; English (IELTS Overall 8 / R 8.5, L 8.5, W 7, S 7)
Programming: C++, Python, JavaScript
Development Frameworks: Unreal Engine, Unity, OpenCV, AutoGen, PyTorch, Flask
Research Methodologies: User studies (quantitative / qualitative); Field Deployment; Virtual Reality; Augmented Reality
Design Tools: Adobe Photoshop, Blender, SketchUp, ProCreate