

# Han Su 苏汉

[hansu.studio](http://hansu.studio) | [github.com/suhan1996](https://github.com/suhan1996) | [suhan@nyu.edu](mailto:suhan@nyu.edu)

## Education

### **New York University Shanghai | 2014.8 - 2018.5**

Bachelor of Science

Major: Interactive Media Arts

Major: Computer Science

### **New York University Abu Dhabi | 2017.8 - 2017.12**

Global Program in Interactive Media and Arabic

### **New York University New York | 2017.1 - 2017.5**

Global Program in Integrated Digital Media and Computer Science

### **New York University Buenos Aires | 2016.8 - 2016.12**

Global Program in Media Studies and Spanish

## Research Interests

Politics of Code, Human-Computer Interaction, Social Media and the Internet.

## Skills

**Languages:** Mandarin, English. Elementary level of Arabic, Spanish and Shanghainese.

**Programming Languages:** Python, Javascript (HTML CSS Node Vue), Java, C#, C++.

**Photography:** Photogrammetry, 360 Panorama, Digital Photography.

## Projects

### **2018**

**Slime Mold Computer:** Exploring the computational power of slime mold and simulating the algorithm behind its growth.

**Research Project:** Individual Attributes and Social Participation: Designing for Citizen Science. Project supported by NSF.

### **2017**

**Capstone in progress: Webber,** a browser extension for people on the same site to share ideas of the website and the organization behind, Webber breaks the static and unidirectional nature of web browsing. On webber, you can see other people on the same site, and their idea on the page. You can use webber to discuss, share insights, or even hold a virtual demonstration

**Capstone additional project:** A location-based augmented reality web app that shows virtual statues of comments generated by Webber on the website of the organization in your current location.

**Research** on Human-Computer Interaction and Decision Making. Collaborative Researcher in “Agency, Structure and Organization: Paths to Participation in Large-Scale Socio-Technical Systems”. Project supported by NSF.

## **2016**

**Rikai Lab:** WeChat Bot developer internship.

**Dean’s Undergraduate Research Funds** endorsed Project: 3D Modeling of Architectures and Interactions in VR Environment.

**Hottnesscale:** A Machine Learning project to rate your selfie based on K-Means algorithm.

## **2015**

**NYU Shanghai iGEM Team** researcher and developer in Unity and Processing. Built a VR simulation of E.coli cell, DNA structure and Proteins.

**HackShanghai 2015** organizer team. In charge of operations.

**American Film Showcase** participant. Documentary Film: The Way to the Sea.

## **2014**

**Finger Out:** An IoT gesture controller for domestic devices with Leap Motion.

**Body Band:** Using Kinect to detect human body movements, thereby endowing arms and legs the function of musical instruments.

## **Major Publications**

Nov, O. and Su, H. (2018). "Eliciting user demand for interface features". Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI'18) Honourable Mention Award (top 5%).

## **Experience**

President of **Shanghainese Club**, NYU Shanghai  
NYU Undergraduate **Researcher**, New York  
Dean’s Undergraduate **Research** Fund Recipient  
Freshman Merit **Scholarship** Recipient