

Han Su 苏汉

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Education

Massachusetts Institute of Technology | 2018.9 - Present

Master of Science

Major: Comparative Media Studies

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

Summer Internship at HAX Accelerator: Developing an IoT smart hardware based on NodeMCU from concept to physical model.

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