Haichang Li | (Updated: June.2025)

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Education

Purdue University, *West Lafayette, IN* ***Distinction,*** *Jan.2025*
Bachelor of Computer Information Technology, Minor in Communication *GPA: 3.96/4.0*
Advisor: Yung-hsiang Lu, *IEEE Fellow &ACM Distinguished Scientist.*

Publications

[M.1] Jiasheng Li, Thomas Carlock, **Haichang Li**, Huaishu Peng, and Liang He. "A11yReview: A Literature Review on Accessibility Artifacts." *(Manuscript in preparation for submission to CHI 2026.)*

[P.1] **Haichang Li**. "Memory as a Service (MaaS): Rethinking Contextual Memory as Service-Oriented Modules for Collaborative Agents." arXiv 2025. Preprint arXiv:2506.22815. *(Position for COLM AI Agent Workshop)*

[C.2] Zhuohao Zhang, **Haichang Li**, Chun Meng Yu, Junan Xie, Gene S-H Kim, Faraz Faruqi, Mingming Fan, Angus Forbes, Jacob O. Wobbrock, Anhong Guo, Liang He. "A11yShape: AI-Assisted 3-D Modeling for Blind and Low-Vision Programmers," *ASSETS 2025 (The ONLY top conference @accessibility area, acceptance rate: 29%)*
Note: *Leading researcher, originally co–first author;* ***Authorship adjusted to support last-year PhD's graduation.***

[C.1] Brian Ng, Samantha Sudhoff, **Haichang Li**, Joshua Kamphuis, Tim Nadolsky, Yingjie Chen, Kristen Yeon-Ji Yun, and Yung-Hsiang Lu, "Visualize Music Using Generative Arts," *2024 IEEE Conference on Artificial Intelligence (CAI).* (Prior Survey for Mus2Vid)

Experience

Flowtica.AI Shenzhen, CN
Product Research Intern, Human-Agent Interaction *Mar 2025 – Present*
Addressing common issues in mainstream systems (e.g. ChatGPT's Project feature), including context handling difficulties, lack of controllability, and insufficient editing capabilities, by structuring the natural linear process of voice interaction, systematically reconstructed the interaction logic of agent-native workspaces in real deployment.

DE4M Lab, CGT@Purdue University West Lafayette, IN
Research Assistant, Supervised by Prof. Liang He *Oct 2023 – Jan 2025*
Focused on accessible human-computer interaction, I led the design, development, and study of A11yShape [C.2], a system supporting blind users' creative expression through LLM-assisted 3D modeling. Alongside system work, I independently reviewed and coded 100+ accessibility papers for study review paper [M.1] to analyze methodological patterns, building a visualization tool to bridge practical design with theoretical inquiry.

Shine Resume, SOUNDING.AI Shenzhen & Changsha, CN
Founding Member, Initial start-up team of 5 people *Apr 2023 – Aug 2023*
As No.4 founding member of Shine Resume (later SOUNDING.AI) with 3 Co-Founders, I wore multiple hats in a fast-paced startup environment and participated from 0 to 1 in launching the project. We successfully raised 10M+ CNY in funding. On the product side, I contributed across user modeling, iteration reviews, and competitor research, and helped design an internal AI orchestration platform. On the AI side, I led the formation of the AI team, built a multi agent LLM system, and designed agent–human interaction flows and compliance safeguards for responsible output.

AIM Group, Music&ECE@Purdue University West Lafayette, IN
Research Leader, Supervised by IEEE Fellow Prof. Yung-hsiang Lu & Prof. Yeon-Ji Yun *Feb 2023 – Nov 2024*
Following the publication of the formative study as [C.1], I led the system phase of Mus2Vid, managing a diverse, cross-disciplinary team. I designed a cognitive-informed multimodal workflow to guide music-to-visual translation, introduced narrative structuring to improve coherence, and conducted user studies to investigate how users interpret abstract visuals under uncertainty.

Awards & Service

Awards: Distinction @ Purdue 25', Dean's List and Honor Semester All Semester, SURF 22', DUIRI 24', Multi-semester RAship funded by NSF IIS-2326198, PM Advanced Camp 24' (Lighthouse Project @ Tencent)

Academic Service: Reviewer for 2025 ACM CHI (LBW) with Special Recognition; 2025 ACM DIS;