何奕霖 |Yilin He

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Education

Peking University　　　　　　　　　　　　　　　　　　　　　*09 2019 –06 2022*

Master's in Educational Technology

- Courses: Learning Sciences,Engineering Psychology,Educational Games
- Thesis: How Teachers Implement Gamified Teaching: A Textual Analysis Based on Experiences of Expert Teachers in Gamified Instruction
- Advisor: Professor Shang Junjie, School of Education

Renmin University of China　　　　　　　　　　　　　　　　　*09 2015 –06 2019*

Bachelor's in Public Management

- Courses: Qualitative Research Methods, Statistics, Social Research Methods, Communication Theory
- Advisor: Yang Fan, School of Sociology and Population Studies

Overseas Exchange Programs　　　　　　　　　　　　　　　　*06 2017 –12 2017*

- Columbia University: Business Communication, etc. (3.6/4.0)
- Corvinus University of Budapest: Organizational Behavior, etc. (4.0/4.0)

Research Experience

China Learning through Play Report　· RA　　　　　　　　　　　*2021-2022*

- Led a specialized study on learning through play and relationship.Responsible for formulating research questions for this section, collecting and analyzing data, and independently writing the article
- Recruited 2,000 students and 600 teachers for the research group
- This research was supported by the Chen Yidan Foundation-LEGO Foundation Joint Education Research Special Project, and the results were published in 2023

2020 Education Informatization Practice Community Project　· RA　　　*2020-2021*

- Designed game-based pedagogy and learning science courses for k-12 teachers based on cutting-edge paper research. Conducted multiple lectures in Beijing primary and secondary schools and various educational research institutes
- Guided multiple teachers in completing their teaching research projects, helping them integrate learning science theories into daily teaching

Psychological Dilemma of "Time Scarcity" Among Youth Groups · Leader　　*2019-2020*

- Conducted in-depth research on 10 interviewees, identifying 3 causes of time scarcity, and providing intervention suggestions for schools
- This research won the first prize in the 28th "Challenge Cup" at Peking University

Life History of Migrant Children: A Multi-Case Study　· Leader　　　*2017-2019*

- Designed research outlines, collaborated with team members to code materials, summarizing the overall changes of migrant children returning from Beijing to their hometowns from dimensions such as academic performance, family support, and urban-rural cultural differences

- This research received support from the Beijing "College Students' Innovation Experimental Plan" municipal-level project

Publications

- He, Y., Qi, X.(2025). Does personal epistemology play a significant role in the connection between needs satisfaction and self-regulated learning (SRL) with generative artificial intelligence (GENAI)? Paper accepted for virtual presentation at the 2025 Annual Meeting of the American Educational Research Association

- He, Y. (2023). *Learning through play and interaction relationships.* In Shang, J., Zhang, L., & Li, X. (Eds.), *Let learning be more enjoyable: Learning through play in China* (pp. 101-134). Beijing, China Publishing Group Corporation, World Publishing Corporation.

- Shang, J., Wang, Y., & He, Y. (2020). Exploring the Mysteries of Learning: A Review of Empirical Research on Learning Sciences in Recent Five Years in China. Journal of East China Normal University (Educational Sciences), 38(9), 162-178.

- He, Y., Zhang, L., & Shang, J. (2022). Playful learning and interaction relationships: Current status and influencing factors—A perspective on parent-child, teacher-student, and peer relationships. Presented at the PhD Student Forum, Annual Conference of the Educational Game Professional Committee of the Chinese Society for Educational Technology, Beijing, China

- He, Y., & Shang, J. (2021). Analyzing the function of educational games in social-emotional learning. In Jiang, S., Wang, Q., & Huang, R. (Eds.), *Proceedings of the 25th Global Chinese Conference on Computers in Education (GCCCE 2021)* (pp. 145-147). Beijing, China

- He, Y., Hou, L., Hu, R., & Shang, J. (Under review). How to integrate games into daily teaching: A text analysis of the experiences of teachers specializing in gamified instruction. *Global Education.*

Work Experience

Technical Product Manager *Beijing, China*
Beijing Detianyuansheng Company *09 2023 –现在*

- **LLM Demo development**：Led product definition and development for auto-grading, educational video generation, and homework assistant. Optimized LLM performance using Prompt, RAG, Agent, and fine-tuning strategies.

- **Technical Research** Investigated cutting-edge papers on multi-agent collaboration, multimodal models, and object detection based on company strategy. Explored product development and algorithm optimization directions. Participated in animation generation research, with some results being submitted to top HCI conferences.

- **Project Management：** Established algorithm R&D process, covering model selection, testing, training, evaluation, and deployment to support various algorithmic needs in CV, NLP, and large language models.

UX Researcher *Beijing, China*
Alibaba Group *June 2022 –Aug 2023*

- **AI Product UX Research**：Gathered data through surveys and interviews to simplify customer Needs into four key category, defining typical product use and experience forms.

- **User Growth Research**：Applied user experience mapping to identify psychological milestones in new product adoption, analyzing the causes of mental blocks and industry practices, and providing insights for operational strategies and product enhancements.

- **Product Satisfaction Survey：** Performed quarterly satisfaction surveys, measuring the Customer Satisfaction (CSAT) index and identifying key factors affecting it. Maintained effective collaboration with business teams
- **Industry product landscape:** urveyed the development of AIGC capabilities in domestic e-commerce, covering infrastructure, products, and sub-fields like copywriting, images, videos, and streaming. Kept abreast of industry practices and provided multiple analytical reports for the technology head.

Independent Product Developer   *Beijing, China*

An LLM-Powered - Early Childhood Toy Recommendation apps (funded by Chen   *June 2022 –Aug 2023*
Yidan Foundation)

- Developed an app for parents to assist with early childhood toy purchasing, providing toy usage and parent-child interaction suggestions based on large language models.
- Led a team of over 10 to create a knowledge base of childhood development milestones and toy recommendations, later implementing the RAG strategy to minimize hallucination issues in model-generated content.

Volunteering Work

Large Language Models and Teacher Education Workshop · Course Designer   *2024-present*

- Collaborated with Tsinghua University's Teacher Development Center, Haidian District Teacher Development Research Institute, and Peking University's Learning Science Laboratory to develop courses aimed at enhancing teachers' AI literacy.
- Developed introductory AIGC courses and accompanying toolkits, leading instruction on core content such as prompt design and intelligent agent construction. Introduced advanced LLM optimization techniques like Chain of Thought (CoT) and In-context learning in an accessible manner.
- Delivered the course to over 30 university faculty and hundreds of primary and secondary school teachers, achieving a 98% satisfaction rate.

Student Volunteer Capacity Building Workshop · Leader   *2018-2019*

- Designed workshop content addressing the lack of scientific methodology in student volunteer services, incorporating volunteer service concepts and design methodologies based on anthropological theories
- Conducted in-depth research on "Teach for China" and authored case study materials.
- The workshop content received positive feedback from participants, including recognition from the CEO of a major art education social enterprise and supervisors of youth public welfare organizations.

Migrant child educational program · Leader   *2017-2019*

- Maintained bi-weekly volunteer teaching activities for two and a half years, supporting the growth of 50 migrant children.
- Compiled 25,000 words of observational notes, utilizing this field data to apply sociological and anthropological knowledge in exploring service recipients' needs and designing classroom activities for migrant children.

Technical and Research skill

Program languages: python,JavaScript

UX Research: User experience map、thematic analysis、Prototyping

Data analysis: Python、Stata、SPSS、SQL、NVIVO

Awards and Funding

2021 Peking University Bao Gang Education Scholarship

2020 The Challenge Cup of Peking university (First prize)

2020 Peking University National Scholarship for Hong Kong, Macao, Taiwan and Overseas Chinese Students (First Class)

2019 Peking University National Scholarship for Hong Kong, Macao, Taiwan and Overseas Chinese Students (Second Class)