Meican Ma

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EDUCATION

University of Sydney Expected Nov 2026

Bachelor of Advanced Computing (Honours)
Software Development and Business Analytics
Honours supervisor: Dr Zhanna Sarsenbayeva | WAM: **80.84/100**
Selected results: Computer Science Research Methods, 95/100; AI Literacy and Competency, 90/100.

Bryn Mawr College 2021-2022

Undergraduate studies in Art History

RESEARCH INTERESTS

Areas	Human-AI interaction; conversational and social AI; human agency and meaning-making.
Methods	Interactive system prototyping; field studies; usability evaluation; interviews and qualitative analysis.

PUBLICATIONS

[1] Graphing the Everyday: A Neurosymbolic Approach to Eliciting Routines for Just-In-Time Adaptive Interventions.
Shakyani Jayasiriwardene, Blake Mountford, **Meican Ma**, Niels van Berkel, Nicholas Koemel, Matthew Ahmadi, Jorge Goncalves, Emmanuel Stamatakis, Zhanna Sarsenbayeva.
OzCHI 2026 | Accepted for presentation.

[2] An Inspectable Neuro-Symbolic Pipeline for Routine Elicitation in Conversational Health Coaching.
Shakyani Jayasiriwardene, Blake Mountford, **Meican Ma**, Weiwei Jiang, Niels van Berkel, Nicholas Koemel, Matthew Ahmadi, Jorge Goncalves, Emmanuel Stamatakis, Anusha Withana, Zhanna Sarsenbayeva.
XAI for U workshop, UbiComp/ISWC 2026 | Accepted non-archival short paper.

Manuscript in revision

[M1] Effect of an AI Coach's Communication Style and Message Framing on Motivating Physical Activity.
Second author. In revision for resubmission.

RESEARCH AND PROJECT EXPERIENCE

[P.1] Aura the Step Coach 2026-present

- Built the mobile app and conversational agent for a **21-day, four-condition field study with 27 participants**; refined interventions through think-aloud feedback.
- Contributed to study design and manuscript writing [M1], and conducted routine-elicitation interviews and qualitative analysis [1], [2].

[P.2] Prosocial Lying in Games 2026-present

With RAY LC, City University of Hong Kong

- Lead development of the experimental system for task delivery, participant workflows and behavioural event logging.
- Co-develop research questions and experimental design on prosocial lying and subsequent player behaviour in Stardew Valley.

[P.3] AI Conversations after Bereavement 2025-present

- Built two conversational prototypes: a reflective listener and an agent generating explicitly labelled imagined replies in the deceased person's style.
- Designed a counterbalanced, within-participant comparison of conversational-role preference, perceived support and immediate emotional responses.

ONGOING RESEARCH

[P.4] AI Tarot and Meaning-Making 2026-present

- Designing a turn-level study of how users adopt, revise or contest AI interpretations in Tarot conversations, including their perceived ownership and later recollection.

[P.5] AI Accessibility 2026-present

- Built a prototype demonstrating runtime audio description for TikTok videos.
- Built an offline evaluation pipeline and screen-reader simulation; compared information-selection approaches on task relevance, latency and inference cost.

CREATIVE SYSTEMS

[P.6] The Absence of Divine (ShenQueXi) 2026-present

- Led implementation of Godot-Python narrative systems connecting NPC prayers, player responses and persistent outcomes; explore AI character behaviour through replayable model evaluations.
- The project's reveal drew **23M+ organic cross-platform views, 500K+ likes and 100K+ saves** (team-reported, October 2026).

[P.7] BirdRadar 2026

- Extended an existing HCI course prototype into a published web atlas linking migration maps, bird profiles, saved keepsakes and a Lights Out journal.
- Designed context-preserving navigation and clear distinctions between tracking records, nearby observations and self-reported actions.

PROFESSIONAL EXPERIENCE

HyperAI · hyperadai.com · Developer 2026

- Developed the studio website and video-production platform, and handled client communications.

Private Quantitative Strategy Platform · Quantitative developer Dec 2025-present

- Built strategy-management and live-trading execution pipelines for a private family portfolio.
- Developed a quantitative factor library for strategy research and evaluation.

IPStellaris · Chief Product Officer May 2025-present

- Lead product specification, prototyping, user discovery and team coordination for a creator-IP licensing platform.

AWARDS

3rd Place, Python Coding Competition (QBUS1040 Karel), University of Sydney 2023

SKILLS

Programming	Python, Java, C, C++, TypeScript/JavaScript, Dart, SQL.
Frameworks	Flutter, React, Next.js, FastAPI, Flask, Godot, Tailwind CSS, Framer Motion.
Data & ML	NumPy, pandas, scikit-learn, CatBoost, LightGBM, SHAP; SQLite.
Tools	Figma, Git, Docker, AWS, Vercel, LaTeX; LLM integration.
Languages	English and Mandarin Chinese.