

Yu Fu

fuyu@gatech.edu

RESEARCH INTERESTS

Information Visualization, Data-driven Storytelling, Data Journalism, Human-computer Interaction. Specifically, I am interested in bringing insights to the masses through reaching, engaging, and enlightening more people with novel interactive visualization and data-driven storytelling.

EDUCATION

AUGUST 2020 – PRESENT

PH.D. IN HUMAN-CENTERED COMPUTING, GEORGIA INSTITUTE OF TECHNOLOGY

Advised by Dr. John Stasko

AUGUST 2013 – MAY 2015

M.S. IN ELECTRICAL ENGINEERING, GEORGE WASHINGTON UNIVERSITY

AUGUST 2009 – JUNE 2013

B.S. IN ELECTRONIC & INFORMATION ENGINEERING, HUNAN UNIVERSITY

PUBLICATIONS

- Yu Fu and John Stasko. 2022. **Supporting Data-Driven Basketball Journalism through Interactive Visualization**. In CHI Conference on Human Factors in Computing Systems (**CHI' 22**), <https://doi.org/10.1145/3491102.3502078>
- Hayeong Song, Yu Fu, Bahador Saket, and John Stasko. "Understanding the Effects of Visualizing Missing Values on Visual Data Exploration." In 2021 IEEE Visualization Conference (**VIS' 21**), pp. 161-165. IEEE, 2021., doi: 10.1109/VIS49827.2021.9623328.

RECENT PROJECTS

HoopXright	interactively visualizing NBA players' shooting performance, with emphasis on multidimensional spatial comparison and gamified interactions
NBA GameViz	interactively visualizing NBA game information and advanced statistics to support novel narrative construction and insight communication
NBA LineupViz	interactively visualizing NBA teams' lineup performance, with emphasis on advanced statistics and playing time
SongBridge	interactive graph visualization interface that provides visual experiences for multiple music listeners to find 'bridge songs' that connect their song lists
BBallIndex Player Profile Visualizer	interactive visualization interface that demonstrates advanced indexes of player performance
ShotQuality	participatory design project with ShotQuality
NBA Traveling Meter	interactive visualization interface that animates teams' traveling routes
Who didn't vote for me	interactively visualizing MVP Voting Results

EXPERIENCE

MAY 2021 – PRESENT

RESEARCH ASSISTANT, GEORGIA INSTITUTE OF TECHNOLOGY

- Information Interfaces Group Supervised by Dr. John Stasko
- Conducted research on supporting data-driven sports journalism with visualization
- Designed and developed multiple interactive visualization interfaces
- Lab website development/maintenance
- Mentored undergraduate students on visualization projects

SEPTEMBER 2015 – AUGUST 2020

NBA JOURNALIST/BASKETBALL DATA ANALYST, TENCENT & TITAN SPORTS

- General game coverage and analysis
- Conducted regular/exclusive interviews with NBA players/front office staff
- Data-driven basketball analysis and storytelling
- Opinion leader/influencer on social media

MARCH 2012 – MARCH 2013

ELECTRICAL ENGINEER, HUNAN UNIVERSITY FSAE RACING CAR TEAM

- Racing car wiring & electrical system
- ECU tuning
- Dash display & log data visualization

SKILLS

Languages HTML/CSS, JavaScript, Python, R, Swift, MATLAB, C, SQL
Frameworks and Libraries D3.js, React, jQuery, Svelte, PySpark
Tools Tableau, Adobe Suite, Git, Qualtrics, XCode Storyboards, RStudio

CERTIFICATES

APRIL 2020 – JUNE 2020

INFORMATION VISUALIZATION (4 ONLINE COURSES), NEW YORK UNIVERSITY

JULY 2017 – OCTOBER 2017

DATA SCIENCE (10 ONLINE COURSES), JOHNS HOPKINS UNIVERSITY

TEACHING

Fall 2020 | Graduate Teaching Assistant for Intro. to Information Visualization (CS4460)

Spring 2021 | Graduate Teaching Assistant for Data Visualization: Principles & Applications (CS 6730)

AWARDS & RECOGNITIONS

- Outstanding Journalist Award (3 times Tencent)
- Best Engine Tuning Award (Formula SAE-China 2012)
- First Place in Straight-Line Acceleration (Formula SAE-China 2012)
- Special Scholarship (Hunan University 2012)
- College Basketball League Championship & Most Valuable Player (Hunan University 2011)
- Freshmen basketball tournament Championship & Most Valuable Player (Hunan University 2009)