Xin Wang 王鑫

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Research interests

- **Emotion regulation, self-concept & psychological measurement:** Building on my current emotion regulation and self-verification research, I use behavioral experiments and psychological measurement to understand how emotion-regulation motives and self-concept influence emotional experience
- **Game psychology:** I am interested in player motivation, emotional experience and self-regulation, with a long-term aspiration to develop game psychology as a field in mainland China. I aim to combine behavioral experiments, psychological measurement and software prototypes to study how interactive feedback and reward mechanisms in games influence behavioral choices

Education

Wuhan University • School of Philosophy • Bachelor's degree in Psychology 2022–2026

- GPA: **3.81** / 4.00
- Selected coursework: Psychological Statistics 96; Experimental Psychology Laboratory 95; Psychology of Emotion 93; Cognitive Neuroscience 95; Physiological Psychology 95; Perspectives in Modern Psychology 100

Publication

19 Aug 2026

Psychosocial Adjustment Among Chinese Youth with Cleft Lip and/or Palate: A Qualitative Study

Wenjie Zhao, Peiyu Zhao, Zongshuai Liu, Zisong Wang, Sinuo Tan, Minghan Li, Shijie Lv, **Xin Wang**, Jie Li, Wenjun Yuan, Wenying Kuang

The Cleft Palate-Craniofacial Journal, 2026

doi: 10.1177/10556656261475739

Research experience

Assistant, Mental Health and Education Center, Wuhan University Apr 2023–Present **Supervisor: Xin Ma**

Emotion Regulation and Self-Verification Research Series

- Participate throughout the research series, initially focusing on data analysis (E-Prime) and conducting experiments; now lead the experimental design and PsychoPy implementation of Study 3, distinguishing negative self-schema from negative emotion, and recruit research-team members and experiment participants

Self-Concept Positivity and Depressive Affect: A Serial Mediation Study 2025–2026 **Supervisor: Jie Li**

Undergraduate thesis

- Drawing on self-verification and emotion-regulation motivation theories, examine beliefs about deserving a good mood and cognitive emotion-regulation strategies as serial mediators
- Responsible for data collection, statistical analysis and thesis writing; construct structural equation models using SPSS and Mplus

Cleft Lip and/or Palate PROM Development 2023–2025 **Supervisor: Wenjun Yuan, Wenying Kuang**

PROM development • Provincial undergraduate innovation project

- Developed the conceptual framework, interview guide and project proposal; conducted data analysis and contributed to cognitive interviews, documentation and item revision
- The project team cumulatively interviewed 283 patients and 100 family members and consulted 17 interdisciplinary experts, producing a preliminary measure. Provincial-level undergraduate innovation project completed in 2025

Open-source contributions

GameLibrary 2026–Present

Local game library software

- Lead requirements and interaction design, using AI to assist implementation, debugging and validation. Implement folder scanning, candidate review, classification and launching, and iterate local storage and the desktop interface
- The Unity loader adaptation and on-demand confirmation fix received an invitation for inclusion in XERJ Corpus Hub; inclusion is pending

github.com/sumingwang233/GameLibrary

fnOS Video Dedupe Assistant 2026–Present

fnOS native application

- Core features include SHA-256 exact-duplicate detection, frame-based perceptual-hash visual similarity detection and incremental scan caching

Unsloth

Open-source tools for training and fine-tuning large language models

PR #12889 fixed context-meter overcounting after tool calls in Unsloth Studio

ARTCRAFT • DesignCraft

PR #1109: fix missing Simplified Chinese fonts in desktop releases

dsh-code-review-graph

Ported Code Review Graph to a native DeepSeek Harness plugin with code graphs, impact analysis, interactive views and permission-controlled refactoring. Listed in AWHP (PR #6822 merged); upstream PR #1101 is still awaiting merge.

Research Desk

Research Agent

Developed a Windows research workspace with Crossref metadata search, streaming answers, source review and approval before saving notes

Projects

Dormitory Cooking Simulator 2026–Present

Godot independent game

- Lead gameplay, interaction design and feature selection with AI-assisted development; build a runnable prototype around shopping, cooking, resource management and roommate interactions
- Design dish ratings, risk and relationship feedback; iterate saves, tutorials and interactions with logic tests and runtime validation

OrbitV2 2026

BuildArena • Human–AI collaboration

- Used GLM-5.3 in ZCode to build a Besiege machine for BuildArena; the project won Most Creative Machine in the Build with Agents track.

www.kaggle.com/competitions/build-arena-human-ai-colleberation-engineering-challenge/writeups/new-writeup-1788950578237

Practical experience

Angelalign • Systems Software Center • AI Product Manager Jun 2026

Digital Employee Benchmark

- Contributed to task design and expert-assessment alignment for requirements and product-documentation assistants; translated business needs into observable tasks and distinguished objective constraints, expert judgment and user preferences
- Evaluated citation authenticity, completeness, assessment consistency and real-world feedback, developing a layered evaluation approach

- 4th World AI for Science Competition, RNA–protein structure prediction: second-round qualification
- Datawhale 2026 AI Spring Training Camp: Outstanding Learner

Skills & languages

Psychology experiments & analysis: Python / PsychoPy behavioral experiment design and implementation; E-Prime, MATLAB; SPSS, Mplus; NVivo, cognitive interviewing and item revision
Software prototyping: AI product design, development and debugging; software development; independent game development
Languages: IELTS 7.0 (L 7.5, R 8.5, W 6.5, S 6.0); CET-6 600; CET-4 655

Awards & honors

- Most Creative Machine, BuildArena Human AI Collaboration Engineering Challenge, Build with Agents track (2026)
- Wuhan University: Second-Class Scholarship and National Encouragement Scholarship (2022–2023); Outstanding Student Leader (2024–2025)
- Gold Award, Wuhan University round of the FLTRP • ETIC “Understanding Contemporary China” English short-video competition

Other experience

- Xinzhi Peiban: online mentoring and content planning, part-time (Jul 2026–Present)
- Psychiatry placement, Renmin Hospital of Wuhan University (Summer 2025)