Yixi (Chris) Wu

Design engineer · Founder of Lino

cwu14932@gmail.com +1 878 600 1596
Portfolio c-hri-sw-u.github.io LinkedIn linkedin.com/in/yixi-chris-wu

Work

Lino · lino.one · Dec 2025 – Present

Solo Founder

Design, build and run Lino, a canvas that people and an AI agent share. Its core idea: Intent Engineering.

Engineered the agent: its context from the canvas, user and canvas memory, tools and skills, permission modes and human-in-the-loop review.

Did the rest alone too: product strategy, interaction design, the infinite canvas and editor, sync, subscriptions and the website.

Launched on macOS in Sep 2026 after ~3,000 commits; Windows in beta.

Glance (Veryloving, Inc.) · Jun – Aug 2024

AI Product Design Intern

Designed concept, interaction and form for AI earphones whose case has a screen: one docks into a desktop robot, another's screen slides open like a lid.

Research

CMU · Spring 2026

Master's Thesis: Witness

Built a system that lets a personal agent see the physical world: a Swift capture app, a vision-language pipeline and a three-tier memory.

Lived with it for 157 hours and found that seeing was the easy part. The hard part is deciding which moments actually matter.

CMU · 2025 – 2026

Research Assistant

Interactive Structures Lab. Co-designed a new version of the robotic wall.

WHY Lab. Rebuilt and extended open-source hardware from e-waste.

Laboratory for Cybernetics. Designed and built the lab's website.

Publications

Objects with Arms: How Task-Relevant Embodiment Shapes Perception in Physical Collaboration. V. Y. Han, Z. Wei, A. Y. Li, **C. Wu**, A. Ion. IEEE RO-MAN 2026.

Projects

Risee · 2025 · solo

LLM actions orbit any text you select, as a ring you turn with the arrow keys. Any prompt becomes an action; short text runs on faster, cheaper models.

Piko · 2025 · led a team of 4

A wearable AI companion that catches you doomscrolling. Built its hardware: a 3D-printed skeleton (up to 10 versions per part) and the code that moves it.

About

Trained as an architect, now designing and building AI products, in software and hardware.

Education

Carnegie Mellon University '24 – '26
Master of Advanced Architectural Design (STEM) · GPA 3.80/4.0
HCI, Design of AI Products, Generative AI, Machine Learning, ML in Production, Sensing Systems, Interaction Design

Soochow University '23
Bachelor of Architecture

Skills

AI Human–AI interaction; agent design and engineering (context, memory, tools and skills)

ML Sensor data collection, gesture recognition, data pipelines, recommender systems, model deployment

Engineering TypeScript, React, Electron, Swift, Python, Supabase (PostgreSQL, Edge Functions)

Design Interaction design, design systems, software and hardware prototyping, Figma

Physical Raspberry Pi, Arduino, sensors, Rhino + Grasshopper, 3D printing

Honors

Frank-Ratchye Further Fund grant, CMU '26

Judge's Choice, Red Robot Hackathon, CMU '24

Best Future Designer, Solar Decathlon China '21

Languages

Mandarin (native), English (fluent)