

Ethan Chang echang25@mit.edu ethanchang.design

EDUCATION

2025 – 2027 **Massachusetts Institute of Technology**
Cambridge, MA M.S. in Mechanical Engineering, Interaction Design at Design Intelligence Lab/Ideation Lab

2021 – 2025 **Massachusetts Institute of Technology**
Cambridge, MA B.S. in Mechanical Engineering, minor in Design, GPA 5.0/5.0

WORK EXPERIENCE

- 2025 – Present MIT Design Intelligence Lab
Cambridge, MA **Graduate Researcher**
Investigated intelligent physical artifacts whose identities and interaction modalities shift through software. Research focused on human-computer interaction and creative applications of artificial intelligence in physically situated scenarios.
- 2024 – 2025 MIT Improbable AI lab
Cambridge, MA **Undergraduate Researcher**
Trained Reinforcement Learning Policy on new humanoid hands that allow dexterous movements. Constructed a multimodal imitation-learning pipeline for fast grasping manipulations.
- 2024 Fall OpenAI Preparedness Team
San Francisco, CA **Contractor**
Developed standards for reasoning evaluations, enhancing the accuracy and consistency of assessments. Introduced a scalable pipeline for creating reasoning evaluations and increased efficiency.
- 2024 Summer Apple Mac PD
Sunnyvale, CA **PD Intern**
Designed and validated a new interconnecting component for the next-generation MacBook with MacPD. Coordinated with international vendors to execute trials on part manufacturing, finish, and corrosion tests. Facilitated communication between cross-functional teams, including EE, MD, Alloys, and international vendors.

PUBLICATIONS

- 2025 Chang, E., Kuang, Q., Coelho, M. The Stochastic Parrot: A Physical AI Cohabitant. **NeurIPS** Creative AI Track.
- Chang, E., Chen, Z., Labrune, J., Coelho, M. Be the Beat: AI-Powered Boombox for Music Suggestion from Freestyle Dance. **TEI**.
- Wang, M., Jiao, J., Chowdhury, N., Chang, E., Patwardhan, T. Frontier Science: Evaluating AI's Ability to Perform Expert-Level Scientific Tasks. **OpenAI** Technical Report
- Yin, P., Chen, S., Chang, E., I Feel Your Pain: A Haptic Interface for Improving Pain Literacy. **UIST** Adjunct

SELECTED AWARDS

- 2025 Carl G. Sontheimer Prize (MIT), Awarded to an outstanding undergraduate for creativity and innovation in design
Track Winner, AdventureX Hackathon, the largest hackathon in China, awarded for a category-leading project
- 2023 First Place, MIT Annual Hardware Hackathon
First Place, MIT Mechanical Engineering Robotics Capstone Competition
- 2021 International Physics Olympiad Medalist, Ranked 1st in the Taiwan National Qualifying Competition

EXHIBITS/TALKS

- 2025 Artwork Exhibition, Gwangju Design Biennale
Panelist, Objects of AI at Creative AI Panel, NeurIPS
Invited Interview, lerandom.art