Chengsi Yi

chengsi.yi@uta.edu

Education

2025-present – **Ph.D. in Experimental Psychology**, University of Texas - Arlington

- Advisor: Dr. Steve Weisberg

2023-2025 – **Ph.D. in Psychology**, University of Florida

- Advisor: Dr. Steve Weisberg

2020-2022 – **Master of Arts in Psychology**, Boston University

- Advisor: Dr. Joseph McGuire
- Thesis title: Involvement of dorsal lateral prefrontal cortical regions in navigation in overlapping environments.

2016-2020 – **B.Sc. (Honors) in Applied Psychology**, Beijing Normal University – Hong Kong Baptist University United International College (BNU-HKBU UIC)

- Advisor: Dr. Raine Chen Rongrong
- Thesis title: Playing action video games enhances spatial cognition? Evidence from a training study with both Mental Rotation and Paper Folding tasks tested.

2019.7-2019.8 –**Managing Performance in Organizations: An Applied Psychology Perspective** , Nanyang Technological University (NTU Summer Program)

- Relevant coursework: Industrial/Organization Psychology, Group Dynamic

Positions and Employment

2022-2023 – Research Assistant, Cognitive Neuroimaging Lab, Boston University

    PI: Dr. Chantal E. Stern

2020-2022 – Graduate Research Assistant, Cognition and Decision Lab, Boston University

    PI: Dr. Joseph McGuire

Conference presentations

1. **Yi, C** and Weisberg, S.M. (2025). Gallery Speedrun: Human navigation strategy optimization depends on task context. Poster presentation at the 66th Annual Meeting of the Psychonomic Society, Denver, CO, USA.

2. **Yi, C** and Weisberg, S. M. (2025). Choose your own adventure: How reward and task context shape navigation strategy. Poster presentation at the 2025 Center for Research and Education in Navigation Annual Meeting (CRaNEcon25), Atlanta, GA, USA.

3. **Yi, C.**, Lin, T., Alluri, M., Kunath, J., Bowers, D., Ebner, N.C., & Weisberg, S. M. (2024). *Tuning-Up Navigation: Exploring Real-time fMRI Neurofeedback on Navigation Strategy Shifts in Aging Population* Poster presentation at the 2025 Dallas Aging and Cognition Conference, Dallas, TX, USA.

4. **Yi, C.**, Lin, T., Alluri, M., Kunath, J., Bowers, D., Ebner, N. C., & Weisberg, S. M. (November 2024). *GPS Recalibrated: Exploring Navigation Strategy Shifts under Real-time fMRI Neurofeedback.* Poster Presentation at the 65th Annual Meeting of the Psychonomic Society, New York City, NY, USA

5. **Yi, C.**, Lee, Y. (2022). *Exploring the Effect of Navigation Tool Design on Virtual Environment's Navigation and Revisiting Experience.* Poster presentation at the 18th ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (VRCAI 22)

6. **Yi, C.**, Lee, Y. (2022) *Exploring the Effect of Dynamic Lines Navigation Aid on Navigating and Revisiting in a Complex Virtual Environment.* Poster at SUI 2022: ACM Spatial User Interaction.

7. Moore, K.N., **Yi, C.**, Dunne, M.F., Stern, C., & McGuire, J.T. (2022). *Virtual Human Foraging Efficiency and Parameter Estimation for Heavy-Tailed Search.* Poster presentation at the annual meeting of the Society for Neuroscience (Virtual).

8. Moore, K.N., **Yi, C.**, Dunne, M.F., Stern, C., & McGuire, J.T. (2021). *Virtual human foraging behavior follows predictions for heavy-tailed search.* Poster presentation at the annual meeting of the Society for Neuroscience (Virtual).

9. **Yi, C.**, & Chen, R. (2020). *Playing action video games enhances spatial cognition? Evidence from a training study with both Mental Rotation and Paper Folding tasks tested.* Poster presentation at the Association for Psychological Science Annual Convention (Virtual).

Awards

Psychology Department Travel Award – CRaNEcon25   *Fall 2024*

Psychology Department Travel Award – Dallas Aging and Cognition Conference   *Winter 2024*

Balkhi Foundation Experiential Learning Research Award   *Summer 2024*

Psychology Department Travel Award – Psychonomics   *Fall 2024*

Skills

Statistics and Programming: R; Python; MATLAB; C# (Unity)

Virtual Environment: Unreal Engine 4; Unity

Visualization: Adobe Photoshop, Illustrator, After Effect, Premiere Pro

Languages: Chinese (native); English (fluent)