

Summary

Highly motivated and accomplished XR software developer with a strong background in developing interactive XR applications and conducting research in XR environments. Possesses a solid understanding of cyber threats and intrusion detection in XR, and a demonstrated ability to collaborate effectively in multidisciplinary teams to deliver innovative solutions. Currently, seeking a Ph.D. opportunity in XR to delve deeper into the intersection of technology, design, and user experience, with a specific focus on enhancing usability and addressing security and privacy concerns. Passionate about pushing the boundaries of XR technology to create easy-to-use and safe experiences.

Education

University of Edinburgh

M.S. IN DESIGN INFORMATICS - SCHOOL OF INFORMATICS

Edinburgh, UK

Sep. 2021 - Nov. 2022

- Courses taken: Design with Data, Data Science for Design, Machine Learning Practical, etc.

Beijing Language and Culture University

B.ENG IN DIGITAL MEDIA TECHNOLOGY - SCHOOL OF INFORMATION SCIENCE

Beijing, China

Sep. 2017 - Jul. 2021

- Average: 86.0/100
- Excellent Cadre of Student Union (3% awarded); Individual Scholarship for Professional Studies (5% awarded) & Social Work (5% awarded)

Research

An Immersive 3D Visualization of Medical Data in HoloViz Office

DEVELOPER

Edinburgh, UK

Jan. 2022 - Aug. 2022

- Demonstration of the functionality of the interactive workspace by displaying medical 3D data in the HoloViz Office (HoloLens, Unity3D)
- Postgraduate thesis supervised by **Benjamin Bach**

Text-based Dynamic Video Generation for Virtual Reality Scenes

DEVELOPER

Edinburgh, UK

Jan. 2022 - Apr. 2022

- VR scene generation (TensorFlow)

Scene Generation Algorithm Implementation with Unity3D

DEVELOPER

Beijing, China

Dec. 2020 - Apr. 2021

- Algorithm for generating paths
- Implement algorithm into the 3D maze scene generation (Unity3D, C#)

Professional Experience & Responsibilities

University of Greenwich

XR SOFTWARE DEVELOPER - SCHOOL OF COMPUTING AND MATHEMATICAL SCIENCES

London, UK

Apr. 2023 - Present

- Develop a testbed for conducting cyberattacks on XR.
- Develop an intrusion detection mechanism that can detect cyber threats to XR.

Creativity World Forum & DC Living Lab

DEVELOPER

Stuttgart, Germany

Jul. 2022 - Jul. 2022

- Work in teams to address the challenge of SGDs and demonstrate the results to the owner of the challenge.

Google Developer Student Club

EVENTS ORGANIZER

Edinburgh, UK

Nov. 2021 - Jan. 2022

- Academic event planning (talks, workshops, socials)
- Outreach to the public and to club members

Miscellaneous

Domains Covered: XR & Machine learning & Game development (project experience); 3D animation production (modeling experience); Video and image processing (simple project experience)

Programming: Project experience in Python (moderate) & C# (moderate); C/C++ (basic)

IT Skills: Unity3D (proficient) & 3ds Max (moderate, project experience); Adobe After Effects & Adobe Audition (average); MATLAB (basic)

Languages: IELTS (6.5)