ZHIMING (JIMMY) HU

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EDUCATION

Peking University, Beijing, China

Sept. 2017 - July 2022

PhD in Computer Science

Beijing Institute of Technology, Beijing, China

Sept. 2013 – July 2017

B.Eng. in Optical Engineering

▲ Research Interest

My research interest includes virtual reality, visual attention, human-computer interaction, and eye tracking. The topic of my PhD research is analysis and prediction of human visual attention in virtual reality. Specifically, we studied the characteristics of human visual attention when exploring the virtual world and proposed some novel gaze prediction models.

■ Publications

- 1st Author Eye Fixation Forecasting in Task-Oriented Virtual Reality[C]. In 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW).
- 1st Author FixationNet: Forecasting Eye Fixations in Task-Oriented Virtual Environments[J]. IEEE Transactions on Visualization and Computer Graphics.
- 1st Author Gaze Analysis and Prediction in Virtual Reality[C]. In 2020 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW). IEEE, 2020: 543-544.
- 1st Author DGaze: CNN-Based Gaze Prediction in Dynamic Scenes[J]. IEEE Transactions on Visualization and Computer Graphics, 2020, 26(5): 1902-1911.
- 1st Author Temporal continuity of visual attention for future gaze prediction in immersive virtual reality[J]. Virtual Reality & Intelligent Hardware, 2020, 2(2): 142-152.
- 1st Author SGaze: A Data-Driven Eye-Head Coordination Model for Realtime Gaze Prediction[J]. IEEE Transactions on Visualization and Computer Graphics, 2019, 25(5): 2002-2010.

- CSC (China Scholarship Council) Scholarship, 2020
- Second-Class Scholarship of Peking University, 2020
- Chancellor's Scholarship, 2020
- Leo KoGuan Scholarship, 2019
- Hongcai Scholarship, 2019
- Hongcai Scholarship, 2017
- Leader Scholarship, 2017
- National Scholarship, 2016
- Honorable Mention of Mathematical Contest In Modeling, 2016
- National Encouragement Scholarship, 2015
- National Scholarship, 2014

PROFESSIONAL SERVICE

• Peer Reviewers for IEEE VR, ISMAR, CAD&CG

SKILLS

- Programming Languages: C/C++, MATLAB, Python
- Languages: Mandarin (native), English (TOEFL 98)