Jiaye Li

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EDUCATION

The Chinese University of Hong Kong, Shenzhen Sep 2020 – Match 2024
MPhil Student in Computer and Information Engineering

Beihang University Sep 2016 – July 2020
Bachelor of Engineering in Computer Science and Technology

Visiting Student at University of British Columbia, Canada July 2018 – Aug 2018
***Courses**: Introduction to Digital Technology; Electric Circuits, Sensors, and Power*

RESEARCH EXPERIENCES

Mohamed bin Zayed University of Artificial Intelligence Nov 2022 – Aug 2025
*Research Associate | **Supervisor**: Prof. Abdulmotaleb El Saddik & Prof. Elizabeth Churchill*

Summer Research Program at the University of Sydney, Australia July 2019 – Aug 2019
***Project**: Application of Automated Machine Learning on Fine-grained Picture Classification*

PUBLICATIONS

- **Li, J.**, Li, M., Wen, Z. A., & Cai, W. Understanding the challenges of team-based live streaming for first-person shooter games. In 2022 IEEE Games, Entertainment, Media Conference (GEM) (pp. 1-6). IEEE. Citation: 1
- **Li, J.**, Abouzahir, S., & El Saddik, A. (2025, May). Integrating Generative AI for Enhanced Fitness Coaching: From Exercise form to Posture and Body Composition Analysis. In 2025 IEEE Medical Measurements & Applications (MeMeA) (pp. 1-5). IEEE.
- Duan, H., **Li, J.**, Fan, S., Lin, Z., Wu, X., & Cai, W. Metaverse for social good: A university campus prototype. In Proceedings of the 29th ACM international conference on multimedia (pp. 153-161). Citation: 1127
- Lin, Z., Duan, H., **Li, J.**, Sun, X., & Cai, W. MetaCast: A Self-Driven Metaverse Announcer Architecture Based on Quality of Experience Evaluation Model. In Proceedings of the 31st ACM International Conference on Multimedia (pp. 6756-6764). Citation: 3

INTERNSHIPS & RESEARCH PROJECTS

Mohamed bin Zayed University of Artificial Intelligence Dec 2023 – Aug 2025

Expressive Soft Robots (In Progressing) *Prof. Elizabeth Churchill*

- Designed and evaluated motion patterns for emotional expression in rope-driven soft robots
- Integrated voice-based emotion detection and LLMs to interpret and respond to user emotions
- Explored interaction paradigms for emotional feedback from soft robots to human users.

Large Language Models (LLMs) assisted human avatar generation *Prof. Abdulmotaleb El Saddik*

- Implemented a parameter-controlled system for generating 3D human body models from text and images based on the SMPL&SMPLX models;
- Developed a specialized LLMs to translate users' natural language requirements for avatar creations or adjustments into system parameter inputs, allowing users to modify generated models through chat;

LLMs' applications on gym training

- Analyzed the capabilities and limitations of current gym-related LLMs;
- Developed a specialized LLMs to experiment with its practicality in gym contexts;

Live streaming events' detection in virtual environment

- Assisted improving a visual classroom based on HubsCloud;
- Analyzed and summarized events' features in a virtual environment for detection and broadcasting.

Tencent Holdings Limited Oct 2021 – June 2022

The assistive live streaming system for First-person Shooter games *Lightspeed & Quantum Studios*

- Conducted survey and field study with professional streamers to investigate live streaming mistake causes;
- Co-designed with professional streamers to find effective solutions for live streaming mistakes;
- Implemented the assistive streaming system prototype based on CS: GO.

National Laboratory of Pattern Recognition, Chinese Academy of Sciences Sep 2019 – June 2020

The assistive modeling tools for ornaments design *Supervisor: Prof. Juntao Ye*

- Designed and developed an interactive modeling visualization software for ornaments design;

Fabric Simulation

- Prepared datasets to support fabric rendering.

ACADEMIC PROJECTS

Object-grabbing Robot Based on ROS Mar 2019 – June 2019

Robot project practice as project manager

Android App on Wardrobe Management Sep 2018 – Dec 2018

Android database, networking and front end practice

2018 CCF Big Data & Computational Intelligence Contest Sep 2018 – Oct 2018

Data mining and deep learning practice

PROFESSIONAL SKILLS

Languages: Chinese(Native); English(Fluent speaking and writing).

Programming: Python; Java; C/C++; SQL; Verilog.

Practical Skills: Interview; Field study; Survey design.