Shixin **Jiang**

lenejiang011@gmail.com | http://lenejiang.com/about/ | LeneJiang011

Education

University of Tokyo

Tokyo, Japan

Graduate School of Interdisciplinary Information Studies - Applied Computer Science Course

Apr. 2019 - Mar. 2021 (expected)

- Master Thesis: Mediated-Timescale Learning - Manipulating Timescales in Virtual Reality to Improve Real-World Tennis Skills
- Advisor: Prof. Jun Rekimoto

University of Electronic Science and Technology of China

Chengdu, China

B.Eng in Computer Science and Technology, Yingcai Honors College

Sep. 2014 - Jun. 2018

- Undergraduate Thesis: Generative Adversarial Networks-based Visual Question Answering
- Advisor: Prof. Zenglin Xu

Chiba University

Chiba-shi, Japan

Exchange student sponsored by the China Scholarship Council

Oct. 2016 - Sep. 2017

- Research Theme: Computer-Generated Holograms
- Instructor: Prof. Tomoyoshi Ito

Publication

ACM Symposium on Virtual Reality Software & Technology 2020

Mediated-Timescale Learning: Manipulating Timescales in Virtual Reality to Improve Real-World Tennis Forehand Volley

1-2 pages, Nov. 2020

- The first author.
- Full responsibility.

Zeitschrift fÃŒr Naturforschung A

Theoretical Studies of the Spin Hamiltonian Parameters and Local Distortions for Cu2+ in Alkaline Earth Lead Zinc Phosphate Glasses

Volume 71 Issue 8, Aug. 2016

- The fifth author.
- Contributed to the theory development.

Work Experience

ExaWizards Inc.

Tokyo, Japan

Research Assistant

Oct. 2020 - Present

- Member of a Japan Science and Technology Agency-sponsored research project.
- Simulated and visualized fluid dynamics in water tank.
- Implemented object tracking program from the macro scale to the micro scale.
- Helped with optical experiments to visualize the actual fluid dynamics in water tank.

Sony Computer Science Laboratories, Inc.

Tokyo, Japan

Research Assistant

Apr. 2020 - PRESENT

- Working on solutions for a new-type 3D printer which prints optically-functional liquid crystals.
- Implemented motor control program and measured accuracy of assembled components.
- Due to COVID-19, the actual engagement period started from Oct. 2020.

Skills

Main programming languages

Python, Java, C#, C/C++

- Arranged in order of proficiency.

Platforms

Unity3D, Xsim, Fusion360

- Arranged in order of proficiency

Languages

Mandarin, English(fluent), Japanese(fluent)