ZHERAN XU

HCI Researcher interested in
Mixed Reality & Digital Heritage
Developer | UX Designer

TO LEARN AND CREATE, FOR A MEANINGFUL LIFE AND A BETTER WORLD.

CONTACT

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EDUCATION

University of Nottingham
Sep. 2017 - Dec. 2018   UK

MSc. Human Computer Interaction
Dissertation: Interactive information
visualization of house price with
regional information.

Supervised by Dr. Ke Zhou

Tongji University
Sep. 2013 - Jun. 2017   China

BEng. Computer Science
Final Year Project: Non-cooperate
Gaming behaviors on social network
modeling.

Supervised by Prof. Jihong Guan

LANGUAGE

English (IELTS 7.0), Wu Chinese,
Mandarin

SKILLS

Research Skills

Academic Writing, Survey, Interviews,
Statistic Analysis, Experimental Research,
Case Studies, Ethnography, Field Study,
Usability Testing, Data Analysis with basic
Machine Learning.

Coding & Design Skills

C/C++, C#, Python, JavaScript, HTML,
CSS, SQL, R.

Raspberry Pi, Unity, Processing

Information Visualization, Front-end &
Back-end development, Data crawling
and manipulating, GUI Application
development, Automation.

User-Centered Design process, Rapid
Prototyping, Storyboard, Design
Thinking, Interaction Design, User
evaluations.

WORK EXPERIENCE

Siemens Healthineers
R&D Engineer| Mar. 2020 - Present

- Designing and prototyping eye-tracking equipment for touch-free image
  processing for surgery on Hackathon.

- Pioneers in Digital Community, held and organized Digital Skills tutorial.

- Using C# for autotest engineering and internal tools development,
  occasionally conducted Usability testing.

Tongji-MIT City Science Lab
HCI Researcher| Jul. 2019 - Dec. 2019

- .Worked as a research intern in Center for Innovation & Digital.

- Designed and prototyping a new version CityScope, which dedicated to
  solving spatial design and urban planning challenges by MIT Media Lab.

- Conducted user evaluation for HMI of Autonomous Driving.

PROJECTS

Contactless Spot Adaptor

- Honorably awarded 1st Place at Siemens Healthineers Hackathon 2020

- Implemented Tobii eye-tracking device with ROI based dose image regulation
  & processing. This solution provides a hand free interaction method for
  surgeons to operate in an aseptic environment.

- Built upon Unity engine with Tobii SDK, developed in C# for abstaining eye-
  gaze point and back-end communication, using Python for image processing
  and real-time visualization.

Living Memories (Ongoing)

- The ultimate vision is to create an open-source database for the public and
  government to collect data correlated to locations by creating POI at a GIS
  platform in a crowd-sourcing method. And using digital tech to represent or
  reconstruct.

- Prototyping interactive storytelling on a website, which adapted from a themed
  exhibition Zhoushan Museum.

- Conducting investigation and collecting feedback from the potential audience
  from all range of ages. Results indicate that novel digital content is more
  attractive than static format or 360VR museum.

CityScope Tongji

- Conceptualized and designed an upgraded version of tangible & digital platform
  embedded with augmented reality and multiuser interactions base on CityScope.

- Developed and deployed prototype on a touchscreen desk, an info-viz screen,
  and AR mobile device with synchronization.