ZHERAN XU

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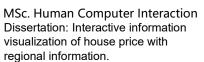Developer | UX Designer

CONTACT

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https://github.com/QuinnXu

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

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 (IETLS 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,
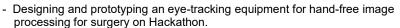CSS, SQL, R.

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 an eye-tracking equipment for hand-free image
  processing for surgery on Hackathon.

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

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

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

- .Worked at Center of Digital Innovation Lab as research intern.

- Designed and prototyping new version CityScope, which is 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 public and
  government to collect data correlated to locations by creating POI at an GIS
  platform in an crowd-sourcing method. And using digital tech to represent or
  reconstruct.

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

- Conducting investigation and collecting feedback from potential audience from
  all range of ages. Results show prefer 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, a info-viz screen and
  AR mobile device with synchronization.

09/2013-07/2017   BEng **in Information Security**

Wish to have one...   **Final year project:** Non-cooperate Gaming behaviors on social network modeling

Employment

03/2020 - Current   ~~A~~ **PUBLICATIONS**

- The vision is to create an op
  government to collect data
  an interact GIS platform in

       Be as a member.I

07/2019 - 11/2019 It aim **Research Assistant**
  historical heritage site, rem
  enrich cyberspace to prese **Center of Digital I**
  resea **Responsibilities:** ir
  era, the collection itself is i

04/2019 - 06/2019 Representation and storytel **Software Developer**
  collections. Both Museum e
  in. By applying social ne **Huawei Technologies**
  recreate and find meaning during the interaction with collection.

University of Nottingham   09/2017-09/2018

Master of Science(MSc), **Human Computer Interaction, Merit**

- High Pass (above 70%)

- Core Module: Mixed Reality Technology, Design Ethnography, Hur
Study Human Performance, Information Visualisation

- Dissertation: A

- Key values: Comparing and evaluating the performance of GeoInfo
encoding by prototyping and usability testing.

%%% and Skills

- Highly developed knowledge and skills related with computer science.
- Hands on experience in HCI research method (Field study, usability test)
- Sense of User experience and Interaction Design skills(Sketch, Prototyping)
- Professional programming skills with outstanding analytical ability. (Python, C/C++, SQL, JavaScript, HTML, CSS,R, etc.)
- Demonstrated ability to develop goals, objectives and implement strategies through case studies and practicing experience with great abilities of problem solving and team work.

Siemens Healthineer Co.Ltd   09/2017-09/2018

Research Assistant (Intern), Tongji-MIT City Science Lab

- Conceptualising tangible interface embedied with augmented reality and multiuser interactions.

- Sketch AR interaction , multi observer

- Prototyping development on web and

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Participate in the Data Management and Bioinformatics Laboratory research

final year thesis: Non-cooperate Gaming behaviors on social network modeling