

PERSONAL STATEMENT

I'm Rem RunGu Lin, a digital artist, researcher, and technologist with a master's degree from MIT, currently pursuing a PhD in Computational Media and Art at HKUST (GZ). My work explores the intersections of embodied interaction, brainmedia, and media theory, blending research with creative practice.

My current research focuses on three key areas: **Media as Art**, exploring how media theory can be applied to design and art to augment creative practices; **Human as Media**, investigating the entanglement of body and mind and how this relationship can be expressed through emerging technologies; and **Space as Media**, extending the concept of human-machine-space symbiosis to create immersive, interactive bio-digital spatial entities. My ultimate goal is to unleash our individual and collective creativity by deepening our understanding of the evolving role of humans in the bio-digital future.

EDUCATION

Hong Kong University of Science and Technology (HKUST - GZ)

Ph.D. candidate in Computational Media and Art

Scholarship and Honor: PGS, Best Poster of Info-Hub

Guangzhou, China

Feb 2023 - Jun 2025 (expected)

Massachusetts Institute of Technology (MIT)

Master of Science in Architectural Studies

Scholarship and Honor: CSC-MIT Scholarship, Full-time RAship

Cambridge, USA

Sep 2013 - Jan 2016

South China University of Technology (SCUT)

Master of Science in Architectural Studies

Scholarship and Honor: Graduate with Distinction, National Scholarship

Guangzhou, USA

Sep 2008 - Jun 2013

CONFERENCE AND JOURNAL PUBLICATIONS (FULL PAPERS)

(SIGGRAPH'24) Lin, R. R., Hu, B. A., Ke, K. Y., Wu, W., & Zhang, K. (2024). *Cell Space: Augmented Awareness of Intercorporeality*. *Proceedings of the ACM on Computer Graphics and Interactive Techniques*, 7(4), 1-10. (CCF-A)

(LEONARDO) Lin, R. R., Zhou, Y., & Zhang, K. (2024). *Cursive Calligraphy in 3d and bio-Ink*. *Leonardo*, 2024; 57 (4): 361-369. (JCR Q1)

(VCIBA) Lin, R. R., & Zhang, K. (2024, May). *A Survey of Real-Time Brainmedia in Artist Exploration*. Accepted to *Visual Computing for Industry, Biomedicine, and Art* (pp. 1-34). (JCR Q1)

(SIGGRAPH AISA'23) Lin, R. R., & Zhang, K. (2023). *Media Interpretation: Revisiting McLuhans' Laws of Media and Ant Farm*. In *SIGGRAPH Asia 2023 Art Papers* (pp. 1-6). (CCF-A)

(IEEE VIS AP'23) Lin, R. R., Ke, Y., & Zhang, K. (2023, October). *Body Cosmos: An Immersive Experience Driven by Real-Time Bio-Data*. In *2023 IEEE VIS Arts Program (VISAP)* (pp. 1-7). IEEE. (CCF-A)

(VINCI'23) Lin, R. R., Ke, Y., & Zhang, K. (2023, September). *Urban Symphony: An AI and Data-Driven Approach to Real-Time Animation for Public Digital Art*. In *Proceedings of the 16th International Symposium on Visual Information Communication and Interaction* (pp. 1-7). (CCF-C)

(ISEA'24) Lin, R. R., Ke, K. Y and Zhang, K. (2024, February). *Dancing with(in) Your Bio-body: From Neurofeedback to Embodied Cognition*. Accepted to the *29th International Symposium on Electronic Art. 2024* (pp. 1-8). (Withdrawn)

(CHI PLAY'24) Hu, B. A., Tao, Y., Zhang, Y., Hao, S., Lin, R. R. (2024, July). *"MOFA The Ghost": Demonstrating An Asymmetric Inter-Bodily Social Exertion Game within Spontaneous Collocated Mixed Reality*. Accepted to *CHI PLAY Interactivity* (pp. 1-8). (corresponding author)

EXHIBITIONS

*All listed exhibitions feature works where I am the first place artist.

-
- | | |
|------|--|
| 2024 | ISEA Creative Work (Brisbane, Australia)
Body Cosmos, Sphere Screening |
| 2023 | DIGITAL ART CHINA (Hangzhou China)
Body Cosmos, VR

Shenzhen Light Art Museum Screening (Shenzhen)
Bio Ink, Projection Mapping

SIGGRAPH ASIA XR (Sydney, Australia)
Body Cosmos, VR

IEEE VIS AP Exhibition Track (Melbourne, Australia)
Body Cosmos, VR

VINCI Art Gallery (Guangzhou, Guangdong)
Body Cosmos, Curved LED Screening

Ars Electronica Campus Exhibition (Linz, Austria)
Body Cosmos, VR |
| 2022 | Opening Screening of the 9th Bi-City Biennale of Urbanism/Architecture (Shenzhen, China)
Urban Symphony, Projection Mapping

Shenzhen Light Art Museum Screening (Shenzhen, China)
In Between, Projection Mapping |
| 2021 | Shenzhen Light Art Museum Screening (Shenzhen, China)
Coexistence and Brightness, Projection Mapping |

PERFORMANCES

*All listed performances feature works where I am the Media Art Director.

-
- | | |
|------|--|
| 2024 | Tan Dun Buddha Passion (Macau, China)
Symphony |
| 2023 | Tan Dun WE-Festival (Hong Kong, China)
Opera and Dance Theatre

Hai "AI" (Shanghai, China), Accepted to Rising Artists' Works (R.A.W.!)
Musical

The Wreath of Achilles (Foshan, China)
Poetic Drama

Kramer vs. Kramer (Guangzhou, China)
Drama |
| 2022 | Thirty Days (Guangzhou, China)
Drama |
| 2020 | Resonance of Light (Shenzhen, China)
Modern Dance, Opening Performance of the 8th Bi-City Biennale of Urbanism/Architecture in Guangming |
| 2019 | N-Generation (Guangzhou, China)
Modern Dance, Opening Performance of the 16th Guangdong Modern Dance Week |