

## PERSONAL STATEMENT

---

I'm Rem RunGu Lin, a practical artist and researcher 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 AI co-creativity, blending research with creative practice and philosophy. My current research focuses on three key areas: Media as Art, which examines how technological philosophy and emerging media can be applied to design and art to enhance creative practices; Human as Media, where I investigate the entanglement of body, mind, and media, and how this dynamic system can inspire new forms of perception, cognition, and communication; and Space as Media, which extends the concept of human-machine-space symbiosis through spatial computing and social computing. My future goal is to unleash both individual and collective creativity by deepening our understanding of the evolving roles of humans and AI in the bio-digital future.

## EDUCATION

---

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

Ph.D. candidate in Computational Media and Art, Supervisor: Prof. Kang Zhang

Guangzhou, China

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

Feb 2023 - Jun 2025 (expected)

### Massachusetts Institute of Technology (MIT)

Master of Science in Architectural Studies, Supervisor: Prof. Mark Goulthorpe and Prof. Terry Knight

Cambridge, USA

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

Sep 2013 - Jan 2016

### South China University of Technology (SCUT)

Bachelor of Architecture

Guangzhou, USA

Scholarship and Honor: Graduate with Distinction, National Scholarship

Sep 2008 - Jun 2013

## CONFERENCE AND JOURNAL PUBLICATIONS

---

**(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).

**(CHI'25)** Lin, R. R., Ke, K. Y. and Zhang, K. (2024, September). *Dance with(in) Your Bio-body: Exploring Somatic Self-Awareness through Biofeedback*. *Submitted to the CHI conference on Human Factors in Computing Systems. 2025* (pp. 1-21). (CCF-A) (Under review)

**(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).

**(LEONARDO)** Lin, R. R., Hu, B. A., Zhang, K. (2024, Oct). *Media Farm: Reinventing the Tetrad for Media Art Reinterpretation and Generation* (pp. 1-11). (Under review)

**(CHI'25)** Hu, B. A., Lin, R. R., Huang, Y., Tao, Y., LC, R., Masu, R. (2024, Sept). *GravField: Exploring Intercorporeal Entanglement in Collocated Mixed Reality*. *Submitted to the CHI conference on Human Factors in Computing Systems. 2025* (pp. 1-27). (CCF-A) (Under review)

**(CSCW'25)** Hu, B. A., Lin, R. R., Tao, Y., Laato, S., Hao, S., Li, Y. (2024, September) *Towards HMD-based Mixed Reality Street Play: Exploring Mixed Reality Bodily Play with Head-Mounted Displays in the Public Space*. *Submitted to CSCW'25*. (pp. 1-26). (Under review)

## EXHIBITIONS AND POSTERS

---

2024	<b>SIGGRAPH ASIA XR</b> (Tokyo, Japan) GravField, Collocated Mixed Reality and Inter-bodily Play
	<b>ISEA Creative Work</b> (Brisbane, Australia) Body Cosmos, Sphere Screening and Animation
2023	<b>DIGITAL ART CHINA</b> (Hangzhou China) Body Cosmos, VR and Biofeedback
	<b>Shenzhen Light Art Museum Screening</b> (Shenzhen) Bio Ink, Projection Mapping and Animation
	<b>SIGGRAPH ASIA XR</b> (Sydney, Australia) Body Cosmos, VR and Biofeedback
	<b>IEEE VIS AP Exhibition Track</b> (Melbourne, Australia) Body Cosmos, VR and Biofeedback
	<b>VINCI Art Gallery</b> (Guangzhou, Guangdong) Body Cosmos, Curved LED Screening
	<b>Ars Electronica Campus Exhibition</b> (Linz, Austria) Body Cosmos, VR and Biofeedback
2022	<b>Opening Screening of the 9th Bi-City Biennale of Urbanism/Architecture</b> (Shenzhen, China) Urban Symphony, Projection Mapping and Animation
	<b>Shenzhen Light Art Museum Screening</b> (Shenzhen, China) In Between, Projection Mapping and Animation
2021	<b>Shenzhen Light Art Museum Screening</b> (Shenzhen, China) Coexistence and Brightness, Projection Mapping and Animation

## PERFORMANCES & DIGITAL MEDIA ART

---

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

2024	<b>Sound River by Tan Dun</b> , Hong Kong Coliseum (Hongkong, China) Symphony, Opening show of GWB Art Festival
	<b>Buddha Passion by Tan Dun</b> , MGM Cotai (Macau, China) Symphony
2023	<b>Tan Dun WE-Festival, Hong Kong Cultural Center</b> (Hong Kong, China) Opera and Dance Theatre
	<b>Hai "AI"</b> , (Shanghai, China), Musical, Rising Artists' Works (R.A.W.!)
	<b>The Wreath of Achilles</b> (Foshan, China) Poetic Drama
	<b>Guangzhou New Year Poetry Gathering</b> , Guangzhou Library (Guangzhou, China) Poetry Recitation, Modern Dance, Live Music
2022	<b>Kramer vs. Kramer</b> (Guangzhou, China) Drama
	<b>Thirty Days</b> (Guangzhou, China) Drama
2020	<b>Resonance of Light</b> (Shenzhen, China) Modern Dance, Opening Performance of the 8th Bi-City Biennale of Urbanism/Architecture in Guangming
2019	<b>N-Generation</b> (Guangzhou, China) Modern Dance, Opening Performance of the 16th Guangdong Modern Dance Week

PROFESSIONAL EXPERIENCES

2019 - Recent	<div><b>Co-founder, FunTheory(Guangzhou, China), BeFun Lab(Shenzhen, China)</b><ul style="list-style-type: none"><li>Practicing in contemporary media art creation and commercialization, focusing on designing exhibitions, immersive spaces, and digital content for museums, art spaces, commercial centers, experience centers, and tourism destinations.</li><li>Achievement: First Prize in the Innovative Global Challenge for Beijing New Aerotropolis, 2nd place out of 124 competitors from 7 countries.</li></ul></div>
2018 - 2019	<div><b>Senior Experience Designer, Netease Game (Guangzhou, China)</b><ul style="list-style-type: none"><li>Focused on emerging gaming technologies, including AR/VR, interactive livestreaming, and virtual idols.</li><li>Applied 3 patents in interactive livestreaming (CN108632632B, CN108635863B, CN108632633B) (2nd place)</li><li>Participated in key partnerships, including Activ8 (virtual idol MCN, agency behind Kizuna AI with over 3 million YouTube subscribers) and Survios (a gaming company specializing in 3A VR games such as Raw Data and Creed).</li></ul></div>
2016 - 2018	<div><b>Co-founder, Pineberry Tech (Guangzhou, China)</b><ul style="list-style-type: none"><li>Focused on designing interactive installation, AR/VR experiences, location-based entertainment</li></ul></div>
2016 - 2017	<div><b>Visiting Lecturer, School of Architecture, SCUT (Guangzhou, China)</b><ul style="list-style-type: none"><li>Co-taught the 4th Year Design Studio with Gang Song.</li><li>1st Semester Studio Topic: Reinterpretation of the Robotic Arm.</li><li>2nd Semester Studio Topic: Practice of Fun Theory.</li></ul></div>
2014 - 2016	<div><b>Research Assistant, Department of Architecture, MIT (Cambridge, USA)</b><ul style="list-style-type: none"><li>Supervisor: Mark Goulthorpe</li><li>Project Focus: Development of generative models and digital fabrication processes for thermoplastic housing.</li><li>Designed and prototyped a generative model for joints used in thermoplastic housing, contributing to innovative architectural solutions.</li><li>Developed and streamlined processes for digital fabrication and manufacturing, ensuring efficient and scalable production.</li></ul></div>
2014 - 2016	<div><b>Co-Initiator, DA League (Cambridge, USA)</b><ul style="list-style-type: none"><li>Established DA League on January 18th, 2014, as a platform for students to present works and ideas through monthly symposiums, annual meetings, lectures, and publications.</li><li>Responsibilities: Co-initiated the framework and actively participated in its development.</li><li>Lectures: Delivered lectures at the second symposium at Harvard, the fifth symposium at the University of Pennsylvania, and the sixth symposium at Columbia University.</li><li>Website: <a href="https://www.daleague.org/">https://www.daleague.org/</a></li></ul></div>

SERVICES

2024	Reviewer: Leonardo Journal
------	----------------------------

INVITED TALKS

2024	<div><b>Embodied Brainmedia: The Entanglement of Media, Brains and Bodies</b>, CityU, School of Creative Media</div> <div><b>Embodied Brainmedia: The Entanglement of Media, Brains and Bodies</b>, Tsinghua, The Future Laboratory</div> <div><b>AI Research and Lecture Series</b>, Communication University of China, School of Arts</div>
------	---