

## Education

### B.Eng. with Honors in Artificial Intelligence (Turing Class)

Zhejiang University

Outstanding honored undergraduate in **Chu Kochen Honors College**(10%) GPA:3.81/4.0 Sep 2020 – now

Research interest

AR/VR/HCI/HAI/LLM/Data Visualization/AI x XR

Coursework

Machine Learning/ Computer Vision/ Natural Language Process/ Data Visualization  
Mixed Reality/Information and Interactive Design/Cognitive and Intelligent Design

## Research Experience

### Harvard Visual Computing Group, Harvard University

Cambridge, USA

Research Intern with **Prof. Hanspeter Pfister** and **Prof. Zhutian Chen**

Sep 2023 - present

- Develop a 3D immersive data analysis system enabling in-situ and ex-situ combined workflow
- WebXR platform oriented design, combining hand gesture interaction into the immersive analytics workflow
- Design new data analysis paradigm for analyzing and viewing 2D/3D, static/dynamic, tangible/virtual data

### Stanford HCI Group, Stanford University

California, USA

Research Intern with **Prof. James Landay** and **Ph.D Candidate Jackie Yang**

Jul 2023 - Sep 2023

- **SwiftGenieXR** — a declarative programming framework, exploring the power of LLM in XR workspace
- Implement a Swift-based framework facilitating LLM and voice/hand input interaction in Apple Vision Pro
- Harness SwiftMacro and SwiftData to tackle 3D scene understanding and persistent data storage problems

### ZJU International Design Institute, Zhejiang University

Hangzhou, China

Student Research Training Program advised by **Prof. Lingyun Sun** and **Prof. Zejian Li** Mar 2022 - Jun 2023

- Design non-parametric algorithms to improve the sampling efficiency in DDIM/DDPM diffusion models
- Implement the proposed algorithm in baseline diffusion models and deploy them on training
- Collect and organize experimental image dataset, analyze and visualize the experiment result

## Project

### Handbot——Apple WWDC2023 Swift Student Challenge

Human-centered AI

[Github] [Youtube]

Apr 2023

- A swift playground aiming to encourage users to think critically, and recreate all the AIGC content.
- Concentrate the design paradigm on three information modals — text, image and audio.

### Transcrisense——Immersive Game Watching App For The Hearing-impaired

Accessibility Design

[Github] [Youtube]

Jun 2023

- A multimodal-designed swift app for the hearing-impaired users to immerse in watching sports game.
- Utilize the haptic and visual information-color, shape, vibration to compensate for the listening channel

### Is raining threes worth it?——NBA 3-pointer Data Visualization Project

Data Visualization

[Website] [Youtube]

Dec 2022

- A front-end interactive visualization website displaying the NBA 3-pointers data, received 17000+ views
- Analyze the impact of the three-point shot on the game and the player from multiple perspectives.

### Cut\_Fruits\_3D——immersive Fruit Ninja VR Game

Virtual Reality

[Github] [Youtube]

Jun 2023

- An immersive 3D version Fruit Ninja VR Game, received 500+ views, developed by Unity3D

## Awards

### President of the Morningside Scholars Program in class 2023

May 2023 - present

### Leading Scholarship & Second-prize Scholarship of Zhejiang University

Oct 2023, 2022

## Professional skills

### Programming Tools

Swift/Python/C/C++/C#/Unity3D/WebXR/HTML/CSS/Javascript/Pytorch/Bash  
LLM/Xcode/Swift Playground/Apple Vision Pro/Meta Quest/PICO/Pr/PS/Au/Figma