

ZHAN, YANG

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Education

Waseda University, Tokyo, Japan Oct. 2022-Sep. 2024
Master of Engineering, Computer Science and Communications Engineering
Supervisor: Prof. Tatsuo Nakajima
GPA: 3.73/4.0

Wuhan University, Wuhan, China Sep. 2018-Jun. 2022
Bachelor of Engineering, Electronic Information Engineering
GPA: 89.6/100 (3.76/4.0)

Research Experiences

Master thesis / SIGIR-AP 2024 (Acceptance rate 38%), Waseda University Mar. 2024-Jul. 2024
Effect of Presentation Methods on User Experiences and Perception in VR Shopping Recommender Systems
Yang Zhan, Tatsuo Nakajima

- Compared presentation methods of a Recommender System (RS), focusing on varying levels of perceptibility
- Uncovered the importance of higher perceptibility and matching user expectations for future design
- Revealed critical relationship between prior trust and final trust in the RS

IEEE VR 2024 (Poster) / AVI 2024 (**Best Short Paper Award**), Waseda University Apr. 2023-Dec. 2023
Investigating User Experience in Virtual Goods Shopping through a VR Diegetic In-Game Store
Yang Zhan*, Yiming Sun*, Tatsuo Nakajima

- Explored the user experiences in virtual goods shopping by considering utilitarian and hedonic motivations
- Unveiled the crucial role of social interaction in hedonic shopping
- Provided implications for studies of VR shopping and Social VR

IEEE ICMA 2023 (Oral), Waseda University Jan. 2023-Apr. 2023
Balancing Real-world Interaction and VR Immersion with AI Vision Robotic Arm
Xiaoran Yang*, **Yang Zhan***, Yukiko Iwasaki, Miaohui Shi, Shijie Tang, Hiroyasu Iwata

- Proposed an AI vision-based robot arm for cross-reality interaction
- Our method reduced interruptions and preserved more immersive experiences

Bachelor thesis, Wuhan University Dec. 2021-May. 2022
Superpixel based no-reference Image Quality Transformer (SPIQ)
Yang Zhan, Guangyi Yang

- Proposed a novel superpixel spatial position embedding for image quality assessment transformer

Research intern, The Hong Kong University of Science and Technology (HKUST) Jul. 2021-Dec. 2021
GAIAR: Geometric Latency Compensation in Augmented Reality
Advisor: Prof. Lik Hang Lee (KAIST), Prof. Tristan Braud (HKUST)

- Proposed a geometric approach in AR rhythm game to dynamically compensate hardware latencies

Team leader, Wuhan University Dec. 2020-Oct. 2021
Deep Superpixel-based Network for Blind Image Quality Assessment, arXiv preprint arXiv:2110.06564
Guangyi Yang, **Yang Zhan**, Yuxuan Wang, Advisor: Prof. Guangyi Yang

* Contributed equally and should be considered as co-first authors

Awards

Azusa Ono Memorial Scholarship	Waseda University 2023
Partial Tuition Waiver Scholarship for Privately Financed International Students	Waseda University 2022
Monbukagakusho Honors Scholarship	Waseda University 2022
Outstanding Student Award	Wuhan University 2019
The Third Prize of Scholarship in Electronic Information School	Wuhan University 2019

Leadership & Activities

Communication Engineering Laboratory, WHU Teaching Assistant	Feb. 2021-Jul. 2021
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Skills

Programming Language: C# (Unity), Python (PyTorch), MATLAB, TypeScript, Swift, C, R, HTML/CSS, Verilog HDL
Language: English (TOEFL iBT:102, R:27, L:28, S:24, W:23), Mandarin and Cantonese (native)