

# LINJIE QIU

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## Research Interest

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My current interest lies in **Computer Graphics(CG)** and **Human Computer Interaction (HCI)**, particularly in the areas of human-AI co-creation and Interactive computer graphics and my academic goal is to develop the best performing AI mode to support various interesting applications. My immediate objective is to acquire in-depth knowledge and explore the latest advancements in AI and VR.

## Education

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**Xiamen University** | advisor: **Prof. Juncong Lin**

**Sep. 2020 – May 2024**

*Bachelor of Engineering in Digital Media Technology*

*Xiamen, China*

## Publication

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### J.1 Ageing-aware Character Recognition with e-Textile Inputs

*Liyen Chen; Yujun Rong; Yao Cheng; **Linjie Qiu**; Xuan Cheng; Juncong Lin*  
*Neurocomputing (2024, submitted).*

## Research Experience

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**HongKong University of Science and Technology (Guangzhou)**

**Guangzhou, China**

*Research Intern in HCI | Advised by Prof. Mingming Fan*

*Nov.2023 - Present*

*Develop Human-AI co-creation system in VR.*

**Xiamen University**

**Xiamen, China**

*Research Assistant in HCI | Advised by Prof. Juncong Lin*

*Dec.2022 - Present*

*Design AI-powered interactive system and exploit wearable devices for VR/AR.*

## Projects

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**Dispatcher** | NLP

**June 2023**

- Developed an automatic schedule management system using Python and Unity.
- Connected to the GPT3.5 api to determine if a message is notification.
- Implemented BiLSTM-CRF model to perform Chinese character named entity recognition task

**Sprayer** | VR Game

**April 2023**

- Inspired by Nintendo's "Splatoon", we developed a VR game using Unity and PICO4.
- Responsible for particle splashing and paint graffiti effects in the project by unity shaders.

**Read First** | Game

**July 2022**

- Created a 2D horizontal board action game using Unity.
- Designed Finite State Machine for automating the BOSS Behavior and the protagonist's skill system.
- Our game wins the Silver Medal in Game Industry Gold Kou Competition (2/23).

## Technical Skills

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**Languages:** Python, Kotlin, C++, C#, GLSL, JavaScript, etc.

**Developer Tools:** VS Code, Unity, Maya, Android Studio, etc.

## Language Skills

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English(fluent), Mandarin(native), Japanese(basic)

## Reference

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**Juncong Lin, Xiamen University**

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**Mingming Fan, HongKong University of Science and Technology**

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