

LINJIE QIU

Undergraduate at School of Informatics, Xiamen University

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<https://vector3q.github.io/>

Research Interests

Human-Computer Interaction, Creativity Support Tools, Immersive Visualization

Education

2020 – 2024 **Xiamen University** – Xiamen, China
(Expected) B.Eng. in Digital Media Technology
Advisor: Prof. Juncong Lin

Publications

MANUSCRIPTS (M)

- 2024 [M.2] Anonymous authors. (The Forth author) **AI-assisted multiple think-aloud video analysis.** *VIS '24 (Submitted)*
- 2024 [M.1] Anonymous authors. (The Third author) **Aesthetic Self-photography with Mobile Heterogeneous Inference.** *TOCHI (Under Review)*

Professional Experience

- Fall 2023 - **HongKong University of Science and Technology**, Guangzhou, China
Present Research Intern
Advisor: [Mingming Fan](#).
Developed AI-powered system for multiple think-aloud video evaluation. [M.2]
Proposed adaptive direct manipulation technique for 3D virtual objects.
- Winter 2022 – **Xiamen University**, Xiamen, China
Fall 2023 Undergraduate Research Assistant
Advisor: [Juncong Lin](#).
Developed, and Evaluated Self-photography systems to augment creativity. [M.1]

Projects

- 2024 **UXAssistant** | Research
- *Developed an AI-assisted multiple think-aloud video analysis tool [M.1]*
 - *Responsible for the majority backend development using Django framework*
 - *Participated in the function design of tools*

2023 **Read First** | Game

- *Developed a 2D horizontal board action game using Unity.*
- *Developed Finite State Machine for automating the BOSS Behavior*
- *Developed the skill system of the game.*

2023 **Sprayer** | VR Game

- *Developed a spray painting game in VR using Unity and PICO4.*
- *Responsible for particle splashing and paint graffiti effects by Unity shaders.*

Technical Skills

Programming	Python, C#, C++, C, HTML/CSS/JavaScript, Kotlin
Frameworks	PyTorch, Flask, Django
Creative Tools	Unity, Maya, Android Studio