Linjie Qiu

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Research Interest

My current interest lies in **Machine Learning(ML)** and **Human Computer Interaction (HCI)**, particularly in the areas of human-AI co-creation and AI-powered creativity support tool, and my academic goal is to develop the best performing AI model to support various interesting applications.

Education

Xiamen University | **advisor: Prof. Juncong Lin** **Sep. 2020 – May 2024**
Bachelor of Science in Digital Media Technology *Xiamen, China*

Publication

J.1 Ageing-aware Character Recognition with e-Textile Inputs
Liyan Chen; Yujun Rong; Yao Cheng; ***Linjie Qiu****; Xuan Cheng; Juncong Lin*
Expert systems with applications (ESWA 2024, submitted).

Research Experience

Xiamen University **Xiamen, China**
Research Assistant in HCI | Advised by Prof. Juncong Lin *Dec.2022 - Present*
Design AI-powered interactive system and exploite wearable devices for VR/AR.

Projects

Dispatcher | *Python, Unity* | NLP **Course Work | 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 | *Unity C# | VR Game* **Course Work | 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 | *Unity C# | Game* **Entry | 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).

Awards

Xiamen University First Class Academic Scholarship 2021 - 2023

Technical Skills

Languages: Python, Kotlin, C++, C#, GLSL, JavaScript, etc.
Developer Tools: VS Code, Unity, Maya, Android Studio, etc.

Language Skills

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