

LINJIE QIU

Mphil in The Hong Kong University of Science and Technology (Guangzhou)

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

Research Interests

Human-Computer Interaction, Assistive Technology

Interactive Technology in Mixed Reality

Education

- 2024 – 2026 **The Hong Kong University of Science and Technology** – Guangzhou, China
(Expected) M.Phil. in Computational Media and Art
Advisor: Prof. Mingming Fan
- 2020 – 2024 **Xiamen University** – Xiamen, China
B.Eng. in Digital Media Technology

Publications

FULL CONFERENCE AND JOURNAL PAPERS (P)

* Equal Contribution.

- 2025 [P.1] **FocalSelect: Improving Occluded Objects Acquisition with Heuristic Selection and Disambiguation in Virtual Reality.**
Duotun Wang*, Linjie Qiu*, Boyu Li, Qianxi Liu, Xiaoying Wei, Jianhao Chen, Zeyu Wang, Mingming Fan. *IEEE Transactions on Visualization and Computer Graphics*. (To be presented at IEEE VR 2025)

MANUSCRIPTS (M)

- 2024 [M.2] Anonymous authors. (The Forth author) **AI-assisted multiple think-aloud video analysis.** *TOCHI (Major Revision)*
- 2024 [M.1] Anonymous authors. (The Third author) **Aesthetic Self-photography with Mobile Heterogeneous Inference.** *IMWUT (Major Revision)*

Professional Experience

- Fall 2023 - **HongKong University of Science and Technology**, Guangzhou, China
Present Research Intern
Advisor: [Mingming Fan](#).
Developed AI-powered systems for accessibility.
Designed newly interactive techniques in VR.

Winter 2022 – **Xiamen University**, Xiamen, China
Fall 2023 Undergraduate Research Assistant
Advisor: [Juncong Lin](#).
Developed an mobile self-photography systems.

Technical Skills

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