

# LINJIE QIU

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

✉ lqiu250@connect.hkust-gz.edu.cn 🌐 <https://www.linjie-qiu.com>

## Research Interests

Human-Computer Interaction, Assistive Technology

Interactive Technology in Mixed Reality

## Education

- 2024 – 2026 (Expected) **The Hong Kong University of Science and Technology** – Guangzhou, China  
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 - Present **HongKong University of Science and Technology**, Guangzhou, China  
Research Intern  
Advisor: [Mingming Fan](#).  
Developed AI-powered systems for accessibility.  
Designed newly interactive techniques in VR.
- Winter 2022 – Fall 2023 **Xiamen University**, Xiamen, China  
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