XINRUI FANG

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My research interest is Human Computer Interaction & Human Centered AI & User Interface

EDUCATION

- **The University of Tokyo**
  PhD in GSII | Supervisor: **Dr. Koji Yatani** *Tokyo, Japan; 2024.4 - Now*

- **Keio University**
  M.S. in Science and Technology | Supervisor: **Dr. Yuta Sugiura** *Tokyo, Japan; 2020.4 - 2022.3*

- **TU Darmstadt**
  Exchange Student in Computer Science *Darmstadt, Germany; 2017.9 - 2018.4*

- **Dalian University of Technology**
  B.E. in Digital Media Technology | Supervisor: **Dr. Zhihui Wang** *Dalian, China; 2015.9 - 2019.6*

PUBLICATIONS (C-Conference, J-Journal, P-Patent, D-Demo)

- [C.3] M. Takeda, M. Inoue, **Xinrui Fang**, Y. Minami, J.M. Maestre,. 2023. Light Guidance Control of Human Drivers: Driver Modeling, Control System Design, and VR Experiment. IFAC-PapersOnLine.

- [J.1] Chengshuo Xia, **Xinrui Fang**, Riku Arakawa, and Yuta Sugiura. 2022. VoLearn: A Cross-Modal Operable Motion-Learning System Combined with Virtual Avatar and Auditory Feedback. In Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (Ubicomp IMWUT), New York, NY, USA.

- [C.2] **Xinrui Fang**, Takuro Watanabe, Chengshuo Xia, and Arthur Torck. 2022. Knock Knock: A Children-oriented Vocabulary Learning Tangible User Interaction System. In Augmented Humans 2022 (AHs 2022). Association for Computing Machinery, New York, NY, USA, 35–39.

- [D.1] Chengshuo Xia, **Xinrui Fang**, and Yuta Sugiura. 2021. VoLearn: An Operable Motor Learning System with Auditory Feedback. The Adjunct Publication of the 34th Annual ACM Symposium on User Interface Software and Technology (UIST 2021). Association for Computing Machinery, New York, NY, USA, 103–105.

- [C.1] **Xinrui Fang**, Chengshuo Xia, and Yuta Sugiura. 2021. FacialPen: Using Facial Detection to Augment Pen-Based Interaction. In Asian CHI Symposium 2021 (Asian CHI Symposium 2021). Association for Computing Machinery, New York, NY, USA, 1–8.

- [P.1] Haojie Li, Zhihui Wang, Xinzhu Ma, Wanli Ouyang, **Xinrui Fang**. 2019. Monocular image-oriented three-dimensional object detection method based on three-dimensional reconstruction. Chinese Patent. CN110689008A.

EXPERIENCE

- **Application Engineer** | ***Rakuten Group Inc.*** *2022.4- 2024.3*
  Develop and Maintain Rakuten Cash backend service

- **HCI Research Intern** | ***City University of Hongkong*** *2021.6- 2021.10*
  Multi-modal collaborative interaction research advised by Dr. Can Liu

- **Research Assistant** | ***Keio University*** *2021.11 - 2022.3*
  Tunnel effect simulation in VR research advised by Dr. Masaki Inoue

ACADEMIC SERVICE

- **Student Volunteer**
  UIST 2021 | ASSETS 2021

- **Reviewer**

CHI LBW 2022

AWARDS & SCHOLARSHIPS

- **SPRING GX Fellowship** *2024.04*
- **SONY Spresense Hackthon: Outstanding Award**; (Role: Team Leader) *2021.12*
- **Keio Graduate School Scholarship** *2021.11*
- **KF-ICC Scholarship** *2021.04*
- **Fujiwara Scholarship** *2020.12*
- **JASSO Scholarship** *2020.04*

TEACHING EXPERIENCE

- **Teaching Assistant, Keio University** *2021.10-2022.01*
  Real world interactive system

TECHNICAL SKILLS

- **Programming & Scripting Languages**: Javascript, Python, C++, C#, Shell
- **Tools & Libraries**: Unity, LaTeX, OpenCV, Pytorch, ReactJS, NodeJS, Arduino, Figma

References

- **Dr. Koji Yatani**
  Associate Professor at the University of Tokyo, JP
- **Dr. Yuta Sugiura**
  Associate Professor at the Keio University, JP
- **Dr. Can Liu**
  Assistant Professor at the City University of Hong Kong, HK
- **Dr. Haojie Li**
  Professor at the Dalian University of Technology, CN
- **Dr. Zhihui Wang**
  Professor at the Dalian University of Technology, CN