

Tommy (Xiuqi) Zhu

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RESEARCH AREAS

1. Design conversational human/non-human AI agents in VR settings help with teaching-learning process
2. Develop XR communication system foster equitable, inclusive and effective learning context
3. Integrate AI into XR context to make interactive element smart, memorable and personable

Keywords: Virtual Reality; Extend Reality; Human-Computer Interaction; Educational Social Computing; Hybrid Communication; Interactive Conversational Agents; Teacher-AI Collaboration

EDUCATION

Ph.D. in Interdisciplinary Design and Media

2023 - 2028 (*Expected*)

Northeastern University, Boston, MA
Advisor: Prof. Eileen McGivney

B.A. in Digital Media Arts

2019 - 2023

Communication University of China, Beijing, China
Advisor: Prof. Min Fan

PUBLICATIONS

* *denotes equal contribution*

Under-reviewed Manuscripts, Working in Progress and Preparation

- U.1 Yixuan Li*, Shuai Wang*, **Xiuqi Zhu**, Rui Zhang and Yang Jiao. (2025) HaptiFab: A Wearable Toolkit Supports the Integration of Haptic Actuator and Fabric for Interdisciplinary Design. (*Ready to submit DIS2025*)
- U.2 **Xiuqi Zhu**, Ziyue Qiu, Ye Wei, Jianhao Wang and Yang Jiao. (2024) Understanding the Practice, Perception, and Challenge of Blind or Low Vision Students Learning through Accessible Technologies in Non-Inclusive 'Blind College'. (*Ready to submit IJHCI*)
- U.2 **Xiuqi Zhu**, Mingxin Cheng, Heidi Cheerman, Sheri Kiami, Leanne Chukoskie and Eileen McGivney. (2025) Designing VR Simulation System for Clinical Communication Training with LLMs-Based Embodied Conversational Agents. (*Ready to submit CHI'EA 2025*)

Peer-reviewed Conference and Journal Publications

- C.1 **Xiuqi Zhu**, Cenyi Wang, Zichun Guo, Yifan Zhao and Yang Jiao. (2023) Can You Move It?: The Design and Evaluate of Moving Shots in VR Sports Broadcast. *IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2023)*

Posters, Extended Abstracts, Workshop Papers and Technical Reports

- P.1 **Xiuqi Zhu**, Min Fan, Jiayi Lu, Yukai Liu and Zhuohao Wu. (2023) Co-Space: A Tangible System Supporting Social Attention and Social Behavioral Development through Embodied Play for Children with Autism Spectrum Disorder. *Interaction Design and Children Conference, (IDC Work In Progress 2023)*
- P.2 **Xiuqi Zhu**, Jingyu Zhang, Tongyang Liu and Gang He. (2022) An Initial Attempt to Build a Natural Sounds Library based on Heuristic Evaluation. *International Conference on Human-Computer Interaction (HCII Poster 2022)*

PROFESSIONAL EXPERIENCE

Research Intern (Outstanding 5%)

2021 - 2023

the Future Lab, Tsinghua University, Beijing, China

Mentor: Prof. Yang Jiao and Prof. Yingqing Xu

User Research Intern

2022 - 2023

Lark Design, ByteDance, Beijing, China

Industry Project: Create and evaluate the better People System (HR+Team Management System) for providing mixed-analysis result insights from the current users and potential users

Graduate Research Assitant

2023 - 2024

Northeastern University

with Dakuo Wang

Graduate Research Assitant

2024 - Present

Northeastern University

with Eileen McGivney

Teaching Assisant

2022

2081030327 Fundamentals of Interaction Design, Communication University of China

with Min Fan

SERVICES

Conference Reviewer

ACM CHI 2025, ACM CSCW 2024, ACM IDC (2023-2024), ACM DIS 2024, ACM Chinese CHI(2023-2024)

Student Volunteer

ACM CHI 2024

STUDENT MENTORSHIP

Yixuan Li (B.A in Beijing Forestry University, now incoming Master in Tsinghua University)

2023 - Present

Jiayi Lu (B.A in Communication University of China)

2022 - 2023

Feixue Han (M.S in Northeastern University)

2024

LANGUAGES

English - Native and bilingual proficiency

Chinese (Mandarin) - Native and bilingual proficiency

SELECTED AWARDS

Global Runner-up (\$4200)

2022

2022 HONOR Talents Global Design Competition

First Prize

2021 - 2022

Beijing University Student Animation Design Competition

TECHNICAL SKILLS

Programming Languages/Platforms: C/C++, Python, Xcode, Unreal 5, Unity and SPSS

UX Skills: Qualitative Research, Quantitative Research, Experiment Design and Data Analysis

Design Software: Figma, Adobe Suite, Tableau, Blender and Arduino