# Yongqi Zhang

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## RESEARCH INTERESTS

Human-Computer Interaction, Virtual Reality, Computational Design

## SELECTED PUBLICATION

**Joint Computational Design of Workspaces and Workplans**
Yongqi Zhang, Haikun Huang, Erion Plaku, Lap-Fai Yu
*ACM Transactions on Graphics (Proceeding of SIGGRAPH Asia)*,2021

**Exertion-Aware Path Generation**
Wanwan Li, *Biao Xie, Yongqi Zhang, Walter Meiss, Haikun Huang, Lap-Fai Yu
∗Equal contributors
*ACM Transactions on Graphics (Proceeding of SIGGRAPH)*,2020

**Pose-Guided Level Design**
Yongqi Zhang *, Biao Xie*, Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu
∗Equal contributors
*ACM SIGCHI*, 2019
Honorable Mentions

**Exercise Intensity-driven Level Design**
Biao Xie*, Yongqi Zhang*, Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu
∗Equal contributors
*IEEE Transactions on Visualization and Computer Graphics* ***(TVCG)***, 2018
(Special Issue on IEEE Virtual Reality 2018)
Featured on IEEE Xplore Innovatioin Spotlight

## EDUCATION

**George Mason University**, Fairfax, VA — 2019 - Present
PhD student, Computer Science GPA: 4.0

**University of Massachusetts Boston**, Boston, MA — May 2019
Bachelor of Science, Computer Science GPA: 3.9

## RELEVANT EXPERIENCE

**Research Assistant** — Sep 2019 - Present
DCXR Research Lab

- Apply computational design to synthesize workplace layout
- Conduct research on virtual reality training

**Research Assistant** — Mar 2017 - May 2019
UMass Boston Virtual Reality Lab

- Conduct collaborative research projects on virtual reality and exergaming
- Assist professor design and implement CS course projects

**Google IgniteCs Program Member** — Mar 2017 - Jun 2017
South End Technology Center in Boston

- Mentored underprivileged teenagers to learn computer technology
- Collaborated with other university students to design hands-on-experience-based lectures

## AWARDS & ACHIEVEMENT

- Recipient of NSF Graduate Research Fellowship 2019

## SKILLS

**Programming Languages:** Unity, C#, Python