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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

2015- 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
- Our paper "Pose-Guided Level Design" has been accepted by ACM CHI 2019. (Best Paper Honorable Mention Award)

SKILLS

Programming Languages: Unity, C#, Python