Yongqi Zhang yzhang59@gmu.edu | https://yqz530.github.io/

RESEARCH INTERESTS

Human-Computer Interaction, Virtual Reality, Augmented 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

Design Computing and Extended Reality 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