CHEN XUEYI

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Language:CHN (Native), ENG/JPN (Business Proficie) | Job Title: Software Engineer

WORK EXPERIENCE

Sony Interactive Entertainment (Japan)   Apr 2023 - Present

Software Engineer in the Dept. of Foundational Systems and Experiences Engineering (FSEE)   Tokyo

Engaging in the software development of PlayStation.

Tokyo Institute of Technology   Apr 2021 - Mar 2023

- Teaching Assistant for Information Literacy,
  in the School of Computing Department of Mathematical and Computing Science.

- Research Assistant, in the Center for TDB (Teikoku Databank, LTD) Advanced Data Analysis and Modeling.

INTERNSHIP EXPERIENCE

Rakuten Group

A hackathon-style internship where we were tasked with developing a web application as a 6-person team. I was responsible for front-end development and bridging the system. Among approximately 40 participants, we placed second.

The Japan Research Institute

It was a hackathon-style internship where we were tasked with developing an Android application as a 5-person team. I was responsible for back-end development. Among approximately 35 participants, we placed first.

NTT DoCoMo

A business proposal internship for engineers. We were tasked with developing a business proposal as a 5-person team. I participated in all discussions and was responsible for the final presentation. Among approximately 50 participants, we placed first.

EDUCATION

Bachelor's Degree: Nanjing Normal University
School of Computer Science and Technology   Sept. 2016 - Jun. 2020

Research Student: Kyoto University
Graduate School of Human and Environmental Studies (Koyamada Lab)   Oct. 2020 - Mar. 2021

Master's Degree: Tokyo Institute of Technology
School of Computing, Department of Mathematical and Computing Science (Wakita Lab)   Apr. 2021 - Mar. 2023

RESEARCH EXPERIENCE

Title of Master's Thesis

A Visual Exploratory System for Data Facts in Data-driven Articles and Its Use in Business Reports.
(github.com/YukiEF4FDH/TDB).

Title of Bachelor's Thesis

Interactive Flow Fields Visualization based on Gesture Query in 3-D with Leap Motion.

(github.com/YukiEF4FDH/FlowFieldVisWithLeapMotion).

Other Publications, Presentations, and Software Copyrights

- Xiaohan Wang, Chuyu Zhang, Yu Zhu, **Xueyi Chen**, Liming Shen, Richen Liu, and Rongtao Qian.
  Hybrid Line-Based and Region-Based Interactive Set Data Visualization. ACM SIGCHI Conference on Human Factors in Computing Systems Extended Abstracts (ACM CHI'21 EA), Article No.: 411, pages 1-7, Yokohama, Japan, May 8-13, 2021. (CCF A Conf. Poster Track: Late-Breaking Work)

- Shunlong Ye, Guang Yang, Ziyu Yao, **Xueyi Chen**, Ting Jin, Genlin Ji, and Richen Liu*.
  Robust 3-D Field Line Query Based on Data Fusion of Multiple Leap Motions. IEEE Visualization 2020 (IEEE VIS Poster Paper), Salt Lake City, USA, October 25-30, 2020. (CCF conf., EI).

- Liming Shen, **Xueyi Chen**, Richen Liu, Hailong Wang, and Genlin Ji.
  Domain-Specific Language Techniques for Visual Computing: A Comprehensive Study. ARCO, 11-12, Aug., 2020. (SCITOP, IF=6.73, Accepted)

- Richen Liu, Liming Shen, **Xueyi Chen**, Genlin Ji, Bin Zhao, Chao Tan, and Mingjun Su.
  Sketch-Based Slice Interpretative Visualization for Stratigraphic Data. JIST, 63(6):60505-1-60505-10(10), Nov., 2019. (SCI)

- Liming Shen, **Xueyi Chen**, Richen Liu, Rongtao Qian, Genlin Ji, and Chao Tan.
  BalloonVis: An Energy Optimization-Based Set Visualization Tool to Explore Literature Data. ChinaVis 2019 (Poster Paper).

- **Xueyi Chen**, Liming Shen, Ziqi Sha, Richen Liu, Siming Chen, Genlin Ji, and Chao Tan.
  A Survey of Multi-Space Techniques in Spatio-Temporal Simulation Data Visualization. Visual Informatics, 3(3): (129-139), 2019. (ESCI online, ChinaVis 2019 Best Survey Paper Award)

- **Presentation:** ChinaVis 2019; ARG WI2 研究会;

- **Software Copyright (2019SR1158617)**:
  Interactive Multi-Ensemble and Multi-Layer Literature Data Visualization Application V1.0 (Java);

PROJECT EXPERIENCE

Innovation and Entrepreneurship Program for Undergraduates   May 2018 - May 2019

Assistant Director (5-person team)   Nanjing

- **Theme:** A Posture Recognizer Based on Kinect; (github.com/YukiEF4FDH/PostureRecognizer)
- **Software Copyright (2019SR0565838)**: The Recognition of the Human Posture Based on the Joint Angles V1.0 (C#);
- **Software Copyright (2019SR0565819):** The Virtual Drum Software Based on Kinect Gesture Recognition V1.0 (C#);

HONORS & AWARDS

- ARG WI2 研究会 学生奨励賞   2021
- JASSO Scholarship for International Students   2021
- ChinaVis 2019 Best Survey Paper   2019
- the Excellent Student Scholarship 2nd Class (Multiple)   2016-2019

STUDENT ORGANIZATION EXPERIENCE

Student Union, School of Computer Science and Technology   Aug 2016 - May 2018

Head of the Design Department (10-person team)   Nanjing