

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

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

High School: The Middle School attached to the GuiZhou Normal University

Sept. 2013 - Jun. 2016

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
<ul style="list-style-type: none">• 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