

Ying Zhong

Email: zhongyingcw@mail.bfa.edu.cn | Homepage: <https://zhongyingkc.github.io/newest/>

Research Interest: Human-Computer Interaction, User Experience, XR

EDUCATION

Beijing Film Academy	Beijing, China
M.A., Digital Film Technology	Sep.2022-Jun.2025 (Expected)
Beijing Film Academy	Beijing, China
B.Eng., Digital Media Technology	Sep.2018-Jun.2022
Ranking: 1/14	

PUBLICATIONS

- [1] **Zhong, Y.**, Zhao, K. A., Zhang, L., Zhao, F., Wei, W., & Han, F. (2024, July). The Correlation Analysis between Cybersickness and Postural Behavior in Immersive Experience. In *2024 IEEE International Conference on Multimedia and Expo (ICME)* (pp. 1-6). IEEE.
- [2] Han, F., Zhang, L., Wang, X., Zhao, K. A., **Zhong, Y.**, Su, Z., Feng, T., Zhu, W. (2024, October). SimUAVs - A UAV Telepresence Simulation Platform with Multi-agent Sensing and Dynamic Environment. In *Proceedings of the 32nd ACM international conference on Multimedia* (Accepted)
- [3] Han, F., **Zhong, Y.**, & Zhao, K. A. (2023, November). An Analytical Study of Visual Attention Behavior in Viewing Panoramic Video. In *Proceedings of the 4th International Workshop on Human-centric Multimedia Analysis* (pp. 21-25).
- [4] **Zhong, Y.**, Han, F. (2023, May). Application Evaluation of Sketch-based Modeling in Film Previs." *Advanced Motion Picture Technology* (pp. 29-34+23).
- [5] Han, F., **Zhong, Y.**, & Zhou, M. (2022, July). Evaluating the Effect of Cinematography on the Viewing Experience in Immersive Environment. In *2022 IEEE International Conference on Multimedia and Expo (ICME)* (pp. 1-6). IEEE.

RESEARCH EXPERIENCE

Designing Customized Embodied Interaction for ICH in VR

Leader, Supervised by Dr. Feilin Han

Aug.2024-present

- Conducted field study of a Chinese intangible cultural heritage.
- Designed interaction and developed the system.
- Still in progress

Users' postural behavior when experiencing cybersickness

Leader, Supervised by Dr. Feilin Han

Apr.2023-Dec.2024 (Expected)

- Conducted user experiment to collected data of hand and forearm movements during experiencing immersive video.
- Used Matlab for sEMG data processing and analysis.
- Evaluated the relationship between hand postures and cybersickness severity data with statistical methods
- Applied deep learning network to detect cybersickness severity with sEMG data. (work on the progress)

Quadcopter aircraft simulation system with virtual environment

Member, Led by Dr. Feilin Han

Sep.2023-Jun.2023

- Designed and produced virtual environment for simulation using Unreal Engine 5.
- Designed and produced user interface for the simulation system.

User's Attention Behaviour Analysis in panoramic video

Core Member, Led by Dr. Feilin Han

Sep.2022-Mar.2023

- Produced a panoramic video with 4 shots.
- Conducted user experiment to collect data of users' attention behavior pattern when viewing 360-degree videos.
- Analyzed the collecting data with statistical methods.
- Concluded advice for immersive content creator.

Developing pipeline with sketch-based modeling for Film Previz

Leader, Supervised by Prof. Lue Sun and Dr. Feilin Han

Sep.2021-May.2022

- Bachelor thesis.
- Designed a previz production pipeline using sketch-based modeling methods to generate simple 3D models.
- Conducted user study to collect user overall experience and produced three previz video using the pipeline.

Cinematography design in immersive video

Core Member, Led by Dr. Feilin Han

Mar.2021-Jan.2022

- Applied cinematography technique in traditional filmmaking to immersive videos and tested the results.
- Conducted user experiment to evaluate the effect of using common cinematography technique in immersive video: cybersickness, understanding to the plot, etc.
- Analyzed the collecting data with statistical methods.

EXTRACURRICULAR EXPERIENCE

Group Leader

Embodied Media Design Workshop (The Future Lab, Tsinghua University)

Jul.2024-Jul.2024

- Led the group discussion.
- Designed a VR horticulture application demo for intergenerational communication.
- Designed and produced the interacting function in the demo.

Teaching Assistants

Virtual Reality Technology Course

May.2024-Jul.2024

- Conducted VR project development tutorials based on Unreal Engine 5.
- Conducted 360-video shooting tutorials.
- Assisted students to develop VR content projects.

Technical Artist

VR Filmmaking Project (unpublished)

Feb.2023-present

- Developed interactive content and visual special effect in Unreal Engine 5.
- Conducted packaging test.

Professional Photography Volunteer

2022 Beijing Winter Olympics and Paralympics

Jan.2022-Mar.2022

- Provided help and guidance for photography journalists.
- Office work in the National Stadium.

Director

Interactive 3D Stereo Film: Out-of-Plane

Jun.2021-Jul.2021

- Shot and edited the panoramic video using Insta 360 Titan a
- Designed the interactive content.

Technical Volunteer

2019 & 2020 International Student Film and Video Festival (ISFVF)

May.2019-Dec.2020

- Member of Technical Department (Special Screening section) in 2019 and Leader in 2020.
- Subtitled and produced digital cinema package (DCP) for films in the section.

HONORS & AWARDS

Academic Postgraduate Scholarship, Beijing Film Academy

2022

First Prize, China Competition on Virtual Reality (CCVR)

2021

Academic Scholarship, Beijing Film Academy

2019-2021

SKILLS

Language: Mandarin (Native), Cantonese (Native) and English (IELTS 7.5)

Tools and Packages: Unreal Engine, Unity, Open XR, Steam VR, Matlab, Python, C++, SPSS, Origin, Motive and Adobe full package

GRE: 160 (V), 168 (Q), 4 (A)