

# Ruixiang Han Albert

Researcher, Maker, from 2D to 4D

Coder, Developer, Dreamer

## EDUCATION

New York University

2019.09 -

B.A. Computer Science

Specialized in Human-Computer interaction(HCI), Interactive Media art, and full-stack web development.

## RESEARCH EXPERIENCE

Far Lab@Cornell Tech | New York, NY 2022.07 - pres-

Worked closely with Dr.Wendy Ju's team on a Communal Extended reality bus project (submitted to CHI' 23), which is a real-time, geolocated in-bus VR environment. My role in the team incorporated designing & modeling the VR environment and programming the system and its controller using the Unity Engine. Deployed customized software on 15 Oculus headsets and ran 7 sets of experiments (approximately 80 participants in total) in August 2022.

Thing Lab@CU Boulder | online 2022.06 - pres-

Initiate a project called VRWizard, which is a VR platform with tangible feedback, under the supervision of Dr. Daniel Leithiger. Formed a team of three to work and designed the system independently from scratch.

Tasks involve creating a real-world - VR calibration system, motion capture, and mapping using a computer vision solution. Work submitted to TEI'23.

## PUBLICATION

CXR: Communal eXtended Reality for Immersive, Situated, On-Road Experiences CHI '23 (full paper)

VRWizard: a new design approach for embodied XR experience TEI '23 (work in progress)

rh2981@nyu.edu

1 (718) 564-9602

Room 210, 110 River Drive, Jersey City, NJ 07310

## SKILLS

Physical Computing  
VR/AR Development  
Prototype Building  
Web Development  
Music Production

## TOOLS

Programming Languages

C/C++/C#	JavaScript
Java	Arduino
React.js	Python

Design

Maya,ZBrush,Blender  
Adobe Suite(Ps, Ai, Id, Lr, Pr)  
Final Cut Pro  
Logic Pro

Game Engine

Unity GLSL

## HONORS

NYU Dean Undergraduate Research Fund

Recipient of New York University's Dean Undergraduate Research Fund (\$2000.00). Funded a research project about renovating and electrolyzing the Chinese traditional string instrument, Erhu, in the summer of 2021.