

Biao Xie

University of Massachusetts Boston
College of Science and Mathematics

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RESEARCH INTERESTS

Virtual Reality, Human-computer Interaction, Game Development, Software Design

EDUCATION

University of Massachusetts Boston	2016 - 2020
Bachelor of Science in Computer Science	
Minor in Mathematics	
GPA: 3.59	

PUBLICATIONS

Exercise Intensity-driven Level Design

Biao Xie*, Yongqi Zhang*, Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu
IEEE Transactions on Visualization and Computer Graphics (TVCG), 2018
(Special Issue on IEEE Virtual Reality 2018)
Acceptance Rate: 15%
[Featured in IEEE Xplore Innovation Spotlight](#)

Pose-Guided Level Design

Yongqi Zhang*, [Biao Xie*](#), Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu
Proceedings of the ACM Conference on Human Factors in Computing Systems (CHI 2019)
Acceptance Rate: 23.8%
[Best Paper Honorable Mention Award](#)

Reasoning Pose-aware Placing with Semantic Labels - Brandname-based Affordance Prediction and Cooperative Dual-Arm Active Manipulation.

Yung-Shan Su, Shao-Huang Lu, Po-Sheng Ser, Wei-Ting Hsu, Wei-Cheng Lai, [Biao Xie](#), Hong-Ming Huang, Teng-Yok Lee, Hung-Wen Chen, Lap-Fai Yu, Hsueh-Cheng Wang
Proceedings of the IEEE/RSJ International Conference on Intelligent Robots and Systems (IROS 2019)

*Equal contributors

AWARDS/ HONORS

The Ronald E. McNair Fellowship	October 2017 - Ongoing
Honorable Mention Award, ACM CHI 2019 (Top 5%)	May 2019
Oracle Undergraduate Research Fellowship	June 2017, 2018
Undergraduate Research Funds (URF)	December 2017, 2018, 2019

PROFESSIONAL SERVICE

Technical Paper Reviewer

IEEE Virtual Reality (VR)	2020
ACM CHI Conference on Human Factors in Computing Systems	2020
ACM Virtual Reality Software and Technology (VRST)	2019
IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)	2019

EXPERIENCE

Undergraduate Research Assistant

November 2016 - Ongoing

University of Massachusetts Boston

- Conduct research in virtual reality (VR) and human-computer interaction (HCI)
- Assist with user study and device configuration
- Analyze user evaluation results

Vice President

Fall 2016 - June 2018

Game Development Club

University of Massachusetts Boston

- Organize club gatherings and presentations
- Share game development ideas and news with club members

Guest Lecturer

CS461: Computer Games Programming

April 2018

NURSING715: Health Informatics

November 2018

CS410: Introduction to Software Engineering

February 2019

Web Developer

2013-2014

Excella Graphics, Malden, MA

- Developed websites using Wordpress for small businesses
- Maintained websites based on clients' requirements
- Conducted e-marketing using Facebook and Twitter

SKILLS

Programming Languages: Java, C, C++, C#, Python

Web Development: Wordpress, HTML

Game Development: Unity3D

REFERENCES

Lap-Fai (Craig) Yu

Assistant Professor

Department of Computer Science

George Mason University

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Marc Pomplun

Department Chair

Department of Computer Science

University of Massachusetts Boston

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