# Yixiao Kang

#### **EDUCATION**

Shanghai	Jiao T	ong Univ	ersity.	China
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2019/09-2023/07(Expected)

Bachelor of Engineering in Software Engineering

Junior Year Cumulative GPA: 4.0 / 4.0

Computer Graphics98Architecture of Enterprise Applications94Data Structures94Software Engineering Principles and Practice93Computer Systems Engineering 90Discrete Mathematics90

## University of Novi Sad, Serbia

Summer Exchange Program

2019/07

### RESEARCH EXPERIENCE

**Shaping the Connected Museum**, a joint program by the University of Nottingham and Shanghai Jiao Tong University

*Research Assistant* 2021/06 – 2021/09

Advisor: Steve Benford, Professor of Computer Science, University of Nottingham

- Developed and deployed an augmented reality application to create tangible personalized souvenirs for interactive learning at the Shanghai Science and Technology Museum
- Adopted and evaluated multiple interaction methods, including mobile interface, hand gestures and voices.
- > Conducted user research on increasing personalization of exhibition experience through AR.

# Smart Display Lab (SDL) at Shanghai Jiao Tong University, Shanghai, China

*Research Assistant* 2019/11 – 2021/06

Advisor: Chao Ping Chen, Associate Professor of Computer Science, Shanghai Jiao Tong University

- > Developed a framework for 3D AR navigation, mapping and target detection
- > Processed time-series data from LiDAR Scanner with unsupervised deep neural network
- > Built indoor 3D map by applying Delaunay triangulation to the point cloud

## Digital ART Laboratory (DAL) of Shanghai Jiao Tong University Shanghai, China

Research Assistant 2021/06 –now

Advisor: Xubo Yang, Professor of Computer Science, Shanghai Jiao Tong University

- > Created an AR virtual experiment application with unity
- > Simulated convex lens imaging and performed real-time calculation of results based on user parameters
- > Visualized abstract concepts in experiments like optical paths and molecular models.

#### **PUBLICATIONS**

- Simultaneous Tracking, Tagging and Mapping for Augmented Reality, presented at 5th International Conference on Display Technology Conference, Vol. 52, pp. 31-33 (1st Author)
- Retargeting Destinations of Passive Props for Enhancing Haptic Feedback in Virtual Reality, accepted by IEEE conference on virtual reality, 2022 (2nd Author)
- Tie memories to e-souvenirs: personalized souvenirs with augmented reality for interactive learning in the museum, in preparation for the 8th International Conference on Virtual Reality (IEEE ICVR), 2022 (1st Author)

#### **HONORS & AWARDS**

Presentation at International Conference on Display Technology (ICDT 2021)

2021/06

> 2021 Huawei Scholarship (Top 5%)

2021/12

$\triangleright$	Gold Prize of China Collegiate Algorithm Design & Programming Challenge Contest	2021/06
$\triangleright$	2020 Interdisciplinary Contest in Modeling- Meritorious Winner	2020/04
$\triangleright$	Second Prize of China Digital Media Technology and Creativity Competition	2021/12

#### LEADERSHIP AND ACTIVITIES

## Volunteer at EXIT, largest music festival in Europe, Novi Sad, Serbia

2019/07

- > Tuned the sound system and multiple instruments for the performance as a stage assistant
- Informed artists of performance time and maintained backstage order

#### Master Distinguished Lecture Host Group, Shanghai, China

Chair, 2020/11 - now

- ➤ Hosted major events in SJTU, including TED and academic lectures
- > Recruited and trained members of the host group

## Designer of China International Import Expo, Shanghai, China

2020/12

> China International Import Expo volunteer certificate designer

#### **SKILLS**

- ➤ Programming: Competent in C, C++, C#, Python, Java, JavaScript, HTML, Swift, SQL, Matlab. Proficient in unity, OpenGL, ARKit and AR Foundation, React, SpringBoot, Mysql, MongoDB, Redis, Docker, Tensorflow, IOS and Android development
- ➤ Languages: Chinese (native); English (proficient)