Kexue Fu

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m EDUCATION

City University of Hong Kong, Hong Kong, SAR

2023 - 2027

Phd student in Human computer interaction

Chongqing University, Chongqing, China

2019 - 2023

BEng (Honors) in Industrial Engineering(focusing on intelligent construction) Minor in industrial design (Enrolled in the honors program at my college which is for the top 5% of students)

Scholarship: 2nd-Class Scholarship (top15% Spring 2021), 3rd-Class Scholarship (top25% Autumn 2021)

PUBLICATION

[C1] Kexue Fu*, Yixin Chen*, Jiaxun Cao, Xin Tong and LC,RAY. "I Am a Mirror Dweller": Probing the Unique Strategies Users Take to Communicate in the Context of Mirrors in Social Virtual Reality. CHI 2023, Hamburg, Germany. [PDF]

RESEARCH EXPERIENCE

The influence of mirror in Social VR

06/2022-01/2023

Advisors: Prof. RayLC (School of Creative Media - CityU) and Prof. Xin Tong(Computational and design - DKU)

Accept by ACMSIGCHI2023 as co 1st authorship Projet leader

The study focuses on the impact of spatial elements like mirrors in Social VR on players' social behaviors, using mixed methods (quantitative research and qualitative research)

- Mainly responsible for VR experiment design using Unity.
- Co-designed semi-structured interviews and questionnaires.
- Responsible for and participated in the remote experimental (in VRchat) and recruitment of 25 participants.
- Participated in coding and analyzing of quantitative data qualitative data.

Automatic generation of architectural renderings based on machine learning 06/2020-10/2020

Advisor: Prof. LIU li (School of Big Data and Software Engineering - CQU)

The study focuses on using machine learning to generate architecture renderings automatically, solving the problem of cumbersome generation of effect drawings of architecture.

- Collected datasets of different styles of architectural images and trained CNN networks to generate images automatically.
- Compared and evaluated the generation effect of different neural networks(GAN, CGAN, PGGAN)with IS score.

MINTERNSHIP EXPERIENCE

OPPO Human factors internship experience

11/2021-01/2022

Advisor: Prof. Jia Zhou (CQU)

- Conducted the quantitative experiment to investigate the effect of optical flow on people's balance (30 subjects were elderly).
- Performed information architecture grooming, prototyping, Jack human factors evaluation, and user testing to redesign the interface and appearance of the campus smart terminal.

* PROJECTS

Experience in mathematical modeling competition

02/2021 and 02/2022

Team-based Meritorious winner(top7 % globally) - Mathematical Contest in Modeling MCM/ICM

- Based on given data, we developed mathematical model and conducted data analyse using algorithm (Kmeans, PCA, Casual Bayesian network etc.) to measure musical influence of different genres and artists and identify the occurrence of revolutionary and evolutionary.
- Through the analysis and processing of data, we build a quantitative trading strategy model based on neural network to make predictions and decisions to maximize profits and provide suggestions to a trader.

Data visualization of world happiness report

03/2022- 05/2022

• Explored Data from the World Happiness Reports from 2007-2018 for storytelling, presenting changes in the index over time in different geographical regions, and comparing data at the extremes as well as with real-life events.

Life-cycle carbon footprint retrieval system in construction industry based on knowledge graph 11/2021-12/2021

• Built a life-cycle carbon footprint retrieval QA system based on the Neo4j knowledge graph framework.

Low "Car" Bon (Smart city innovation proposal)

03/2022-07/2022

Selected for Summer Institute for China's Green Innovators (SICGI) hold by Apple and Tsinghua University **Report:** https://drive.google.com/file/d/1PkuZPlzVSeGTFTsw4VuWSwQvBJz0BuNT/view?usp=sharing **Video** https://youtu.be/96MQJ8oKwCQ

Proposal for coupled energy optimization and mitigation of urban heat island effect based on mobile transportation tool

- Participated in literature review and brainstorming to develop the conceptual design and functional point design.
- Participated in logic combing of path recommendation algorithm.
- Responsible for the video presentation of the project.

SKILLS

Programming: Web development(HTML,css, Java), MATLAB, Python, SPSS, Tableau, R, Unity(C#)

Design: Figma, Axure, Rhino, Revit, AutoCAD, Adobe (Id,Ps,Pr)

Quantitative Research Skills: Statistical data analysis, Task efficiency measurements, Control experiment design

Quatitative Research Skills: One-on-one interviews Focus group facilitation, Observations and field studies, Experience prototype evaluations

➢ HONORS

Gary madson travel award (2500 dollars)	02/2023
Honorable Prize - Innovation Competition in Construction Engineering and Management	07/2022
National Third Prize - National College Students Energy Saving and Emission Reduction Contest	07/2021
Meritorious winner(top7% globally) - Mathematical Contest in Modeling MCM/ICM	04/2021
National Second Prize - National University Student Art Exhibition	04/2021

ACADEMIC SERVICE

Student volunteer: CHI PLAY 10/2023 **Reviewer:** ChineseCHI2023, CHI2024 10/2023