

# Yuxuan Guo | Curriculum Vitae

[yuxuanguo.net](http://yuxuanguo.net)

yuxuanguo@msn.com

## Research Interests

---

VR/AR/MR, Human-Computer Interaction, Data Visualization

## Education

---

Sep 2022 – Sep 2023	MSc in Design and Digital Media(with Merit), the University of Edinburgh, the UK
Sep 2018 – Jun 2022	B.Eng. in Digital Media Technology(GPA: 88.75%), Shanghai Jianqiao University, China

## Project

---

May 2021 – May 2022	<b>Development of a Virtual Display System Based on MR Technology “The Spirit of Lei Feng”</b> Shanghai Undergraduate Innovation Training Program(¥10,000)
---------------------	---

## Awards

---

2022	<b>Outstanding Graduates of Shanghai</b> Shanghai Municipal Education Commission
2022	<b>Scholarship for Top Ten Learning Pacesetters of the Year</b> ¥4,000, Shanghai Jianqiao University
2021	<b>National Scholarship</b> ¥8,000, Ministry of Education of China
2021	<b>Excellence Scholarship</b> ¥10,000, Shanghai Jianqiao University, the highest honor (top 0.2%)
2021	<b>3rd Prize: National Colleges Digital Art&amp;Design Competition</b> Shanghai Municipal Education Commission
2021	<b>2nd Prize: National Colleges Digital Media Science&amp;Technology Competition</b> Chinese Association for Artificial Intelligence
2019	<b>Honorable Title of Excellent Student</b> Shanghai Jianqiao University
2019	<b>2nd Scholarship</b> ¥800, Shanghai Jianqiao University

## Skills

---

**3D Engine:** Skilled in using Unity and C# scripting for game prototype development and UGUI framework; experienced in VR/AR/MR development using VRTK/MRTK;

**Cooding:** Python, HTML5, CSS3, JavaScript;

**Digital Media:** Skilled in 3D modeling and texturing using Maya, C4D, and Substance Painter; capable of graphic and video design using Adobe Suite; able to complete digital art/interactive development with Touchdesigner