

# Yuxuan Guo | Curriculum Vitae

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

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## Research Interests

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

## Education

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

## Project

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

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