

## Research Interests

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

## Education

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|---------------------|--|
| Sep 2022 – Sep 2023 | MSc in Design and Digital Media(with ),<br>the University of Edinburgh           |
| Sep 2009 – Jun 2010 | B.Eng. in Digital Media Technology(GPA: 88.75%),<br>Shanghai Jianqiao University |

## Projects

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|---------------------|---|
| May 2023 – Aug 2023 | <b>Data-Driven Storytelling and Historical Heritage: A Virtual Reality Experience of the Silk Road</b><br>Master's thesis                                     |
| May 2022 – Aug 2023 | <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) |

## 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

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Unity3D(C#), Maya, Cinema 4D, Substance Painter, Touchdesigner  
Python, Html5, CSS3, JavaScript