Yuxuan Guo | Curriculum Vitae

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Research Interests

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

Education

Sep 2022 - Aug 2023	MSc in Design and Digital Media(GPA: 69.78%, with Merit), the University of Edinburgh, the UK
Sep 2018 - Jun 2022	B.Eng. in Digital Media Technology(GPA: 88.75%), Shanghai Jian Qiao University, China

Project

May 2021 - May 2022	**Development of a Virtual Display System Based on MR Technology "The Spirit of Lei Feng"** Shanghai Undergraduate Innovation Training Program(¥10,000)

Profile: As the Project Lead, I spearheaded the development of the 'Spirit of Lei Feng' Virtual Exhibition System. This system is a HoloLens 2 experiential application, allowing users to engage with and learn about the Spirit of Lei Feng through immersive mixed reality interaction technologies.

Awards

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

Coding: C#,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