

# 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 Prizw: 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