Yuxuan Guo | Curriculum Vitae

yuxuanguo.net | yuxuanguo@msn.com

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

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