Jindu **Wang**

Year 3 Undergraduate

Xi'an,Shaanxi,China

(+86) 13201851252 | JinduWang@hotmail.com | hippodu001.github.io

About

I'm JinduWang, a Year 3 undergraduate in Software Engineering, Xi'an Jiaotong University. My research interests lie in Human-Computer Interaction (HCI). My research is focused on how to better understand users' intentions and improve users' experience in VR/AR/MR systems., which follows three connected threads: 1)Design and evaluate innovative input or output interaction methodologies and technologies. 2)Develop context-aware and adaptive user interfaces. 3)Understand and model user behavior

Education

Xi'an Jiaotong University — *Xi'an, China*

B.Eng in Software Engineering — *2020.9 - Present*

Neuromatch Academy — *Online*

Deep Learning Summer School — *2021.7- 2021.8*

Experience

Institute of Software, Chinese Academy of Sciences — *Beijing, China*

Research Intern — *2022.7 - Present*

- Advisor: Prof. Teng Han

Lenovo Research — *Beijing, China*

Research Intern — *2022.7 - Present*

- Advisor: Researcher Nianlong Li

Intelligent Interaction Lab, Xi'an Jiaotong University — *Xi'an, China*

Research Assistant — *2022.10 - Present*

- Advisor: Prof. Zhongmin Cai

Beijing Digital Force Field Technology Co., Ltd — *Beijing, China*

Unity Programmer Intern — *2022.6*

Research

BendStick: Bendable Stick Controller for Enhancing Ray-Based Interactions with Virtual Objects — *In progress for UIST2023*

Supervisor: Researcher Nian-Long Li and Prof. Teng Han — *2022.7 - Present*

- Co design a bendable stick controller that provides extra input dimensions like double rays via physically bending, thus enables complex tasks like object manipulation,and its holding postures.
- Co design and develop user studies to compare the control accuracy of different holding postures and evaluate the efficiency of BendStick in spatial object manipulation.
- Develop demos to demonstrate the potential applications of BendStick.

Context-aware AR Interfaces for Workspace with Both Virtual and Physical Displays (First author) — *In progress for UIST2023*

Supervisor: Prof. Zhongmin Cai — *2022.11 - Present*

- Investigate previous work on context-aware interfaces in VR/AR/MR
- Design and develop and evaluate the context-aware AR display system to dynamically provide complementary information whilst we are mainly using a physical display, which includes designing layouts of AR displays, inputs(extrinsic and intrinsic), outputs and methods of the system, and user studies to evaluate.

Body-Centric Mixed Reality Input Technology — *In progress for CHI2024*

Mentor: Xiang Li(PhD. Student in Cambridge Univ.) — *2022.12 - Present*

- Co build the design Space and analyze user's sense of ownership for a novel body-centric MR input technology
- Co develop and design user stuies to evaluate the novel body-centered interaction technology.

Honors and Awards

- **Xi'an Jiaotong University Scholarship**, *2022.11*
- **Wang Shishao and Qiu Qizhen Scholarship**, *2022.7*
- **China Merchants Bank Scholarship**, *2022.3*
- **China College Students' 'Internet+'Innovation and Entrepreneurship Competition**, Gold Prize (Project:Augmented Reality Knowledge Forest) *2022.10*
- **Software Patent Certification**, Apple App Store: ARKF *2022.4*
- **Bluebridge Cup National Software Development Competition**, Third Prize (Java Group) *2022.4*
- **Tencent Cloud Practitioner Certification**, *2021.11*
- **National College Student Psychology Committee Top 100 Member**, *2021.10*

Technical Skills

Programming

CSharp, Java, Python(Pytorch), GLSL, C/C++, OpenGL

Software and Tools

Unity3D(VR,AR), MySQL, LaTeX, User Study Design, Visio