

Jindu Wang

YEAR 3 UNDERGRADUATE

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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

B.ENG IN SOFTWARE ENGINEERING

Xi'an, China

2020.9 - Present

Neuromatch Academy

DEEP LEARNING SUMMER SCHOOL

Online

2021.7 - 2021.8

Experience

Institute of Software, Chinese Academy of Sciences

RESEARCH INTERN

- Advisor: Prof. Teng Han

Beijing, China

2022.7 - Present

Lenovo Research

RESEARCH INTERN

- Advisor: Researcher Nianlong Li

Beijing, China

2022.7 - Present

Intelligent Interaction Lab, Xi'an Jiaotong University

RESEARCH ASSISTANT

- Advisor: Prof. Zhongmin Cai

Xi'an, China

2022.10 - Present

Beijing Digital Force Field Technology Co., Ltd

UNITY PROGRAMMER INTERN

Beijing, China

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: RESEARCHER NIAN-LONG LI AND PROF. TENG HAN

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 studies 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** 2022.10
(Project:Augmented Reality Knowledge Forest)
- **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

C#SHARP, JAVA, PYTHON(PYTORCH), GLSL, C/C++, OPENGL

Software and Tools

UNITY3D(VR,AR), MYSQL, LATEX, USER STUDY DESIGN, VISIO