Hui Ye

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Research Focus

My research interests lie in the intersection of Human-Computer Interaction (HCI) and Computer Graphics (CG). Specifically, my main research focus is on exploring novel mobile AR prototyping tools and techniques for 3D contents and interactions.

Education

○ **City University of Hong Kong (CityU)**   **Sep 2017-Aug 2022**
Ph.D. in Creative Media
Supervisor: Prof. Hongbo Fu
Thesis: 3D Content and Interaction Prototyping with Mobile Augmented Reality

○ **University of Science and Technology of China (USTC)**   **Sep 2012-June 2016**
B.A. in Communication
Minor in Computer Science and Technology

Experience

○ **RGC Postdoctoral Fellow, City University of Hong Kong**   **Sep 2022-Current**
Supervisor: Prof. Hongbo Fu

○ **Research Assistant, City University of Hong Kong**   **Sep 2021-Aug 2022**
Supervisor: Prof. Hongbo Fu

○ **Visiting Ph.D. student, Tsinghua University**   **Dec 2019-Apr 2020**
Institute of HCI and Media Integration
Advisors: Dr. Chun Yu and Prof. Hongbo Fu

○ **City University of Hong Kong**   **Sep-Dec 2014**
Exchange student

Publications

○ **Hui Ye**, Jiaye Leng, Chufeng Xiao, Lili Wang and Hongbo Fu. 2023. ProObjAR: Prototyping Spatially-aware Interactions of Smart Objects with AR-HMD. In *Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems* (*CHI 2023*).

○ **Hui Ye** and Hongbo Fu. 2022. ProGesAR: Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-world IoT Enhanced Spaces. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* (*CHI 2022*).

○ **Hui Ye**, Kin Chung Kwan, and Hongbo Fu. 2021. 3D Curve Creation on and around Physical Objects with Mobile AR. In *IEEE Transactions on Visualization and Computer Graphics* (*TVCG*).

○ **Hui Ye**, Kin Chung Kwan (joint first author), Wanchao Su, and Hongbo Fu. 2020. ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures. In *ACM Transactions on Graphics* (*Special Issue of ACM SIGGRAPH 2020*).

○ Wanchao Su, **Hui Ye**, Shuyu Chen, Lin Gao, and Hongbo Fu. 2022. DrawingInStyles: Portrait Image Generation and Editing with Spatially Conditioned StyleGAN. In *IEEE Transactions on Visualization and Computer Graphics* (*TVCG*).

○ Xuanyu Wang, **Hui Ye**, Christian Sandor, Weizhan Zhang, and Hongbo Fu. 2022. Predict-and-Drive: Avatar Motion Adaption in Room-Scale Augmented Reality Telepresence with Heterogeneous Spaces.

In *IEEE Transactions on Visualization and Computer Graphics (TVCG): Special Issue for IEEE ISMAR 2022*.

○ Yanxiang Zhang and **Hui Ye**. 2016. Time-Based Nonlinear Interactive Player. In *International Conference on Augmented Reality, Virtual Reality and Computer Graphics*. Springer, Cham.

○ Yanxiang Zhang, Yun Zhu, **Hui Ye**. 2015. The Design of an Augmented Reality Based Rigid Body Motion Experiment System. In *Applied Mechanics and Materials*. Trans Tech Publications Ltd.

Selected Honors & Awards

○ RGC Postdoctoral Fellowship	2022
○ Outstanding Academic Performance Award of CityU	2021
○ Shidi CAD&CG Excellent Student Award	2021
○ Research Tuition Scholarship of CityU	2020
○ Guo Moruo Scholarship (Top 2%, Highest Honor for USTC Undergraduates)	2016
○ Merit Graduate of Anhui Province & USTC (Top 3%)	2016
○ Certificate of Honorary Rank of USTC (Top 5%)	2016
○ Outstanding Thesis of USTC	2016
○ Sun Bin Leadership Scholarship of USTC	2014
○ Aegon-Industrial Responsibility Scholarship of USTC	2014
○ Outstanding Instructor in "Science and Technology Week" of USTC	2013-15
○ Gold Award of Excellent Student Scholarship of USTC (Top 5%)	2013
○ Outstanding Young Volunteer of USTC	2013

Talks

○ **The Road from Communication to Computer Graphics** — Aug 2022
Invited Presenter, Student Colloquium, CAD&CG 2022+2023

○ **ProGesAR: Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-worldIoT Enhanced Spaces** — May 2022
Conference Paper Presenter, CHI 2022

○ **Mobile AR Prototyping for Proxemic and Gestural Interactions** — Apr 2022
Invited Speaker, EAA Youth Academic Forum, Tianjin Fine Arts Institute

○ **Exploring Novel Mobile AR Prototyping Techniques and Tools for 3D Contents and Interactions** — Dec 2021
SIGGRAPH Thesis Fast Forward

○ **ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures**
Invited Speaker, Graphics And Mixed Environment Symposium (GAMES) — Sep 2021
Invited Speaker, SCM|ACIM Colloquium, CityU — Oct 2020
Conference Paper Presenter, SIGGRAPH 2020 — Aug 2020

○ **3D Curve Creation on and around Physical Objects with Mobile AR** — Mar 2021
Invited Speaker, IEEE VR 2021

○ **In-situ 3D Content Creation in Mobile AR** — Mar 2021
Invited Speaker, Affiliated Forum on Human, Technology and Future of IWHEC 2021

Teaching Experience

○ Teaching Assistant, CityU SM1103A Introduction to Media Computing — 2018 & 19 Fall

○ Teaching Assistant, CityU SM2716 Physical Computing & Tangible Media   2018 Spring

Professional Service

○ **Paper Review**: SIGGRAPH Asia 2023 & 2022, CHI 2023 & 2022 & 2020, PG 2023 & 2020, UIST 2022, MobileHCI 2022, IEEE VR 2021, IEEE AIVR 2021, TVCG, Visual Computer
○ **Program Committees**: CSCW 2024 (July) & 2023 (January), CHI 2023 Late-Breaking Work, Jury Member of CHI 2022 Student Research Competition
○ **Student Helper**: PG 2018

Skills

○ **Programming Language**: C#, Swift, Python, HTML
○ **Graphics interface**: OpenCV, QT
○ **Application Tools**: iOS App, ARKit, HoloLens, Mixed Reality Toolkit
○ **Hardware**: HoloLens, Arduino, Motion Capture

Last updated on July 6, 2023