

# Hui Ye

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## Research Focus

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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

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- **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

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- **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

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- **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

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| ◦ Science and Technology Progress Award of Anhui (Third Prize)                   | 2023    |
| ◦ <b>RGC Postdoctoral Fellowship</b>   | 2022    |
| ◦ Outstanding Academic Performance Award of CityU                                | 2021    |
| ◦ Shidi CAD&CG Excellent Student Award   | 2021    |
| ◦ Research Tuition Scholarship of CityU  | 2020    |
| ◦ <b>Guo Moruo Scholarship (Top 1.7%, Highest Honor for USTC Undergraduates)</b> | 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

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| ◦ <b>The Road from Communication to Computer Graphics</b><br>Invited Presenter, Student Colloquium, CAD&CG 2022+2023   | Aug 2022                         |
| ◦ <b>ProGesAR: Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-worldIoT Enhanced Spaces</b><br>Conference Paper Presenter, CHI 2022   | May 2022                         |
| ◦ <b>Mobile AR Prototyping for Proxemic and Gestural Interactions</b><br>Invited Speaker, EAA Youth Academic Forum, Tianjin Fine Arts Institute  | Apr 2022                         |
| ◦ <b>Exploring Novel Mobile AR Prototyping Techniques and Tools for 3D Contents and Interactions</b><br>SIGGRAPH Thesis Fast Forward   | Dec 2021                         |
| ◦ <b>ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures</b><br>Invited Speaker, Graphics And Mixed Environment Symposium (GAMES)<br>Invited Speaker, SCM ACIM Colloquium, CityU<br>Conference Paper Presenter, SIGGRAPH 2020 | Sep 2021<br>Oct 2020<br>Aug 2020 |
| ◦ <b>3D Curve Creation on and around Physical Objects with Mobile AR</b><br>Invited Speaker, IEEE VR 2021  | Mar 2021                         |
| ◦ <b>In-situ 3D Content Creation in Mobile AR</b><br>Invited Speaker, Affiliated Forum on Human, Technology and Future of IWHEC 2021   | Mar 2021                         |

## Teaching Experience

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- Teaching Assistant, CityU SM1103A Introduction to Media Computing 2018 & 19 Fall
- Teaching Assistant, CityU SM2716 Physical Computing & Tangible Media 2018 Spring

## Professional Service

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- **Program Committees:** CSCW 2023-24, SIGGRAPH Asia Emerging Technologies 2024, UbiComp/ISWC Notes and Briefs 2024, CHI Late-Breaking Work 2023-24, CHI Student Research Competition 2022
- **Paper Reviewing**  
Conference: SIGGRAPH 2024, SIGGRAPH Asia 2022-23, CHI 2020/22/23, PG 2020/23, UIST 2022, MobileHCI 2022, IEEE VR 2021, IEEE AIVR 2021  
Journal: IEEE TVCG, IEEE TMC, IEEE C&G, IEEE CG&A, The Visual Computer
- **Student Helper:** PG 2018

## Skills

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

Last updated on March 25, 2023