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 and programming tools and techniques for 3D contents and interactions.

EDUCATION

09/2017 - 08/2022	**City University of Hong Kong (CityU)** Ph.D. in Creative Media Thesis: 3D Content and Interaction Prototyping with Mobile Augmented Reality Supervisor: Prof. Hongbo Fu Committee: Hongbo Fu, Kening Zhu, Weiyin Ma, Karan Singh
09/2012 - 06/2016	**University of Science and Technology of China (USTC)** B.A. in Communication (Honorary Rank , Top 5%) Minor in Computer Science and Technology

EXPERIENCE

09/2022 - Current	**City University of Hong Kong** RGC Postdoctoral Fellow Supervisor: Prof. Hongbo Fu
09/2021 - 08/2012	**City University of Hong Kong** Research Assistant Supervisor: Prof. Hongbo Fu
12/2019 - 04/2020	**Tsinghua University** Institute of HCI and Media Integration Visiting Ph.D. Student Advisors: Dr. Chun Yu and Prof. Hongbo Fu

PULICATIONS

P1   **Hui Ye**, Jiaye Leng (joint first author), Pengfei Xu, Karan Singh, and Hongbo Fu. ProInterAR: A Visual Programming Platform for Creating Immersive AR Interactions. *In Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems*. ACM, 2024. **(CHI 2024)**

P2   **Hui Ye**, Jiaye Leng, Chufeng Xiao, Lili Wang, and Hongbo Fu. ProObjAR: Prototyping Spatially-aware Interactions of Smart Objects with AR-HMD. *In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems*. ACM, 2023. **(CHI 2023)**

P3   **Hui Ye** and Hongbo Fu. 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*. ACM, 2022. **(CHI 2022)**

P4   **Hui Ye**, Kin Chung Kwan (joint first author), Wanchao Su, and Hongbo Fu. ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures. *ACM Transactions on Graphics (TOG): Special Issue for ACM SIGGRAPH 2020*. ACM, 2020. **(SIGGRAPH 2020)**

P5   **Hui Ye**, Kin Chung Kwan, and Hongbo Fu. 3D Curve Creation on and around Physical Objects with Mobile AR. *IEEE Transactions on Visualization and Computer Graphics*. IEEE, 2021. **(TVCG)**

P6   Wanchao Su, **Hui Ye**, Shuyu Chen, Lin Gao, and Hongbo Fu. DrawingInStyles: Portrait Image Generation and Editing with Spatially Conditioned StyleGAN. *IEEE Transactions on Visualization and Computer Graphics*. IEEE, 2022. **(TVCG)**

P7   Xuanyu Wang, **Hui Ye**, Christian Sandor, Weizhan Zhang, and Hongbo Fu. Predict-and-Drive: Avatar Motion Adaption in Room-Scale Augmented Reality Telepresence with Heterogeneous Spaces. *IEEE Transactions on Visualization and Computer Graphics: Special Issue for IEEE ISMAR 2022*. IEEE, 2022. **(TVCG)**

P8   Yanxiang Zhang and **Hui Ye**. Time-Based Nonlinear Interactive Player. *In Augmented Reality, Virtual Reality, and Computer Graphics: Third International Conference, AVR 2016*. Springer, 2016.

P9   Yanxiang Zhang, Yun Zhu, and **Hui Ye**. 2015. The Design of an Augmented Reality Based Rigid Body Motion Experiment System. *Applied Mechanics and Materials*. Trans Tech Publications Ltd, 2015.

PATENTS

PT1   Hongbo Fu, **Hui Ye**, and Chufeng Xiao. Prototyping Applications Of Spatially Aware Smart Objects Using Augmented Reality. U.S. Patent 18/335,559, 2023.

PT2   Hongbo Fu and **Hui Ye**. Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-world IoT Enhanced Spaces. U.S. Patent 17/810,714, 2022.

SELECTED HONORS & AWARDS

2023	Science and Technology Progress Award of Anhui (Third Prize)
2022	**RGC Postdoctoral Fellowship**
2022	Outstanding Academic Performance Award of CityU
2021	Shidi CAD&CG Excellent Student Award
2020	Research Tuition Scholarship of CityU
2016	**Guo Moruo Scholarship** (Top 1.7%, Highest Honor for USTC Undergraduates)
2016	Merit Graduate of Anhui Province & USTC (Top 3%)
2016	Outstanding Thesis of USTC
2014	Sun Bin Leadership Scholarship of USTC
2014	Aegon-Industrial Responsibility Scholarship of USTC
2013-15	Outstanding Instructor in "Science and Technology Week" of USTC
2013	Gold Award of Excellent Student Scholarship of USTC (Top 5%)
2013	Outstanding Young Volunteer of USTC

TALKS

05/2023   **ProObjAR: Prototyping Spatially-aware Interactions of Smart Objects with AR-HMD**
Conference Paper Presenter, CHI 2023

08/2022   **From Communication to Computer Graphics**
Invited Presenter, Student Colloquium, CAD&CG 2022+2023

05/2022   **ProGesAR: Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-world IoT Enhanced Spaces**
Conference Paper Presenter, CHI 2022

04/2022   **Mobile AR Prototyping for Proxemic and Gestural Interactions**
Invited Speaker, EAA Youth Academic Forum, Tianjin Fine Arts Institute

12/2021	**Exploring Novel Mobile AR Prototyping Techniques and Tools for 3D Contents** SIGGRAPH Thesis Fast Forward 2021
2020-21	**ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures** Invited Speaker, Graphics And Mixed Environment Symposium (GAMES), 09/2021 Invited Speaker, SCM|ACIM Colloquium, CityU, 10/2020 Conference Paper Presenter, SIGGRAPH 2020, 08/2020
03/2021	**3D Curve Creation on and around Physical Objects with Mobile AR** Invited Speaker, IEEE VR 2021
03/2021	**In-situ 3D Content Creation in Mobile AR** Invited Speaker, Affiliated Forum on Human, Technology and Future of IWHEC 2021

TEACHING EXPERIENCE

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

PROFESSIONAL SERVICE

Program Committees

2023-24	ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW)
2024	ACM Special Interest Group on Computer Graphics (SIGGRAPH Asia) Emerging Technologies
2024	ACM International Joint Conference on Pervasive and Ubiquitous Computing (UbiComp/ISWC) Notes and Briefs
2023-24	ACM Conference on Human Factors in Computing Systems (CHI) Late-Breaking Work
2022	ACM Conference on Human Factors in Computing Systems (CHI) Student Research Competition

Conference Review

2024	ACM Special Interest Group on Computer Graphics (SIGGRAPH)
2022-23	ACM Special Interest Group on Computer Graphics (SIGGRAPH Asia)
2020-24	ACM Conference on Human Factors in Computing Systems (CHI): *Special Recognitions for Outstanding Reviews*
2023-24	ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW): *Special Recognitions for Outstanding Reviews*
2020/23	Pacific Conference on Computer Graphics and Applications (PG)
2022	ACM Symposium on User Interface Software and Technology (UIST)
2022	ACM International Conference on Mobile Human-Computer Interaction (MobileHCI): *Special Recognitions for Outstanding Reviews*
2021	IEEE Virtual Reality (VR)
2021	IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)

Journal Review

2024	ACM Transactions on Graphics (TOG)
2024	IEEE Transactions on Mobile Computing (TMC)
2023	Computers & Graphics (C&G)
2023	IEEE Computer Graphics and Applications (CG&A)
2023	The Visual Computer (TVC)
2022	IEEE Transactions on Visualization and Computer Graphics (TVCG)

Student Helper

| 2018 | Pacific Conference on Computer Graphics and Applications (PG) |

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