

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

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| ◦ Science and Technology Award in Anhui Province (Third Prize) | 2023 |
| ◦ 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

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| ◦ The Road from Communication to Computer Graphics Invited Presenter, Student Colloquium, CAD&CG 2022+2023 | Aug 2022 |
| ◦ ProGesAR: Mobile AR Prototyping for Proxemic and Gestural Interactions with Real-worldIoT Enhanced Spaces Conference Paper Presenter, CHI 2022 | May 2022 |
| ◦ Mobile AR Prototyping for Proxemic and Gestural Interactions Invited Speaker, EAA Youth Academic Forum, Tianjin Fine Arts Institute | Apr 2022 |
| ◦ Exploring Novel Mobile AR Prototyping Techniques and Tools for 3D Contents and Interactions SIGGRAPH Thesis Fast Forward | Dec 2021 |
| ◦ ARAnimator: In-situ Character Animation in Mobile AR with User-defined Motion Gestures Invited Speaker, Graphics And Mixed Environment Symposium (GAMES) Invited Speaker, SCM ACIM Colloquium, CityU Conference Paper Presenter, SIGGRAPH 2020 | Sep 2021 Oct 2020 Aug 2020 |
| ◦ 3D Curve Creation on and around Physical Objects with Mobile AR Invited Speaker, IEEE VR 2021 | Mar 2021 |
| ◦ In-situ 3D Content Creation in Mobile AR Invited Speaker, Affiliated Forum on Human, Technology and Future of IWHEC 2021 | Mar 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, IEEE TVCG, IEEE C&G, IEEE CG&A, Visual Computer
- **Program Committees:** CSCW 2024 (July) & 2023 (January), CHI 2024 & 2023 Late-Breaking Work, Jury Member of CHI 2022 Student Research Competition
- **Student Helper:** PG 2018

Skills

- **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 December 6, 2023