

EDUCATION

City University of Hong Kong

Hong Kong, China

Ph.D. in Creative Media

2023 - 2027 (*expected*)

- Advisor: Prof. Hongbo Fu and Prof. Miu Ling Lam

- Research area: Human-AI Interaction, Creativity Support, CG, VR/AR

Beihang University

Beijing, China

M.E. in Computer Technology

2020 - 2023

- Advisor: Prof. Lili Wang

China University of Mining and Technology

Xuzhou, China

B.E. in Electronic Information Science and Technology

2016 - 2020

PUBLICATIONS

* indicates equal contribution, † indicates corresponding author

- [J.4] Hui Ye, Chufeng Xiao, **Jiaye Leng**, Pengfei Xu, and Hongbo Fu[†]. MoGraphGPT: Creating Interactive Scenes Using Modular LLM and Graphical Control. *IEEE Transactions on Visualization and Computer Graphics*, 2025. (under review)
- [J.3] **Jiaye Leng**, Hui Ye, Pengfei Xu, Miu Ling Lam, and Hongbo Fu[†]. GenFODrawing: Supporting Creative Found Object Drawing with Generative AI. *IEEE Transactions on Visualization and Computer Graphics*, 2025.
- [J.2] Aoxin Sun, Lili Wang[†], **Jiaye Leng**, and Sio Kei Im. Light-Occlusion Text Entry in Mixed Reality. *International Journal of Human-Computer Interaction*, 2023.
- [J.1] **Jiaye Leng**, Lili Wang[†], Xiaolong Liu, Xuehuai Shi, and Miao Wang. Efficient Flower Text Entry in Virtual Reality. *IEEE Transactions on Visualization and Computer Graphics: Special issue for IEEE International Symposium on Mixed and Augmented Reality*, 2022.
- [C.6] Zipeng Zhang, Shiwei Wu, Shuai Ma, Ran Ran, Qingyang Zhou, KIN WANG LAU, Ranrui Ma, **Jiaye Leng**, Jian Zeng, Zhenhui Peng, and Chun Yu[†]. Echo: Supporting Deliberative Discussions through Multi-Dimensional Human-AI Alignment. *ACM CHI conference on Human Factors in Computing Systems*, 2026. (under review)
- [C.5] Kexue Fu^{*}, **Jiaye Leng**^{*}, Yawen Zhang^{*}, Jingfei Huang, Yihang Zuo, Runze Cai, Zijian Ding, Ray LC, Shengdong Zhao, and Qinyuan Lei[†]. Spatial Balancing: Harnessing Spatial Reasoning to Balance Scientific Exposition and Narrative Engagement in LLM-assisted Science Communication Writing. *ACM CHI conference on Human Factors in Computing Systems*, 2026. (under review)
- [C.4] **Jiaye Leng**, Zijun Wang, Jian Wu[†], and Lili Wang. LipText: Lip Tracking Based Text Entry in VR. *International Conference on Extended Reality*, 2024.
- [C.3] Hui Ye^{*}, **Jiaye Leng**^{*}, Pengfei Xu, Karan Singh, and Hongbo Fu[†]. ProInterAR: A Visual Programming Platform for Creating Immersive AR Interactions. *ACM CHI conference on Human Factors in Computing Systems*, 2024.
- [C.2] Hui Ye, **Jiaye Leng**, Chufeng Xiao, Lili Wang, and Hongbo Fu[†]. ProObjAR: Prototyping Spatially-aware Interactions of Smart Objects with AR-HMD. *ACM CHI conference on Human Factors in Computing Systems*, 2023.

[C.1] Lili Wang[†], Hao Wang, Danqing Dai, **Jiaye Leng**, and Xiaoguang Han. Bidirectional Shadow Rendering for Interactive Mixed 360° Videos. *IEEE Virtual Reality and 3D User Interfaces*, 2021.

INTERNSHIPS	Research Assistant , City University of Hong Kong <ul style="list-style-type: none"> • Advisor: Prof. Hongbo Fu • Topic: Spatial Interaction in Augmented Reality 	2023.05 - 2023.08
SELECTED	Research Tuition Scholarship , City University of Hong Kong	2025 - 2026
AWARDS	Research Tuition Scholarship , City University of Hong Kong	2024 - 2025
AND	Postgraduate Studentship , City University of Hong Kong	2023 - 2027
HONORS	Outstanding Master Thesis Award Beihang University,	2023
	Second Prize Scholarship , Beihang University	2020
	Bronze Medal , ACM-ICPC Asian-East Continent Final, Xi'an Site	2018
	Gold Medal , ACM-ICPC Asian Regional Contest, Jiaozuo Site	2018
	First Prize Scholarship , China University of Mining and Technology	2016 - 2019
ACADEMIC	Reviewer for	
SERVICES	IEEE VR '21, ISMAR '21 '22, CHI '23 '24, CGI '25, DIS '25 WiP, CAD/Graphics '25, SIGGRAPH Asia '25 Emerging Technologies	Conference
	Computers & Graphics '25, Transactions on Graphics '25	Journal
	Committee Member	
	Organization Committee Member	CVM 2025
TEACHING	Teaching Assistant	
EXPERIENCE	SM4712B: Graduation Thesis / Project	Fall 2024, Spring 2025