

## 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

- [.3] Hui Ye, Chufeng Xiao, Jiaye Leng, Pengfei Xu, and Hongbo Fu<sup>†</sup>. MoGraphGPT: Creating Interactive Scenes Using Modular LLM and Graphical Control. *Submitted to IEEE Transactions on Visualization and Computer Graphics*, 2025. (major revision)
- [.2] Zipeng Zhang, Shiwei Wu, Shuai Ma, Ran Ran, Qingyang Zhou, KIN WANG LAU, Ranrui Ma, Jiaye Leng, Jian Zeng, Zhenhui Peng, and Chun Yu<sup>†</sup>. Echo: Supporting Deliberative Discussions through Multi-Dimensional Human-AI Alignment. *Submitted to ACM CHI conference on Human Factors in Computing Systems*, 2026. (under review)
- [.1] Kexue Fu<sup>\*</sup>, Jiaye Leng<sup>\*</sup>, Yawen Zhang<sup>\*</sup>, Jingfei Huang, Yihang Zuo, Runze Cai, Zijian Ding, Ray LC, Shengdong Zhao, and Qinyuan Lei<sup>†</sup>. Spatial Balancing: Harnessing Spatial Reasoning to Balance Scientific Exposition and Narrative Engagement in LLM-assisted Science Communication Writing. *Submitted to ACM CHI conference on Human Factors in Computing Systems*, 2026. (under review)
- [J.3] Jiaye Leng, Hui Ye, Pengfei Xu, Miu Ling Lam, and Hongbo Fu<sup>†</sup>. GenFODrawing: Supporting Creative Found Object Drawing with Generative AI. *IEEE Transactions on Visualization and Computer Graphics*, 2025.
- [J.2] Aoxin Sun, Lili Wang<sup>†</sup>, 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<sup>†</sup>, 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.4] Jiaye Leng, Zijun Wang, Jian Wu<sup>†</sup>, and Lili Wang. LipText: Lip Tracking Based Text Entry in VR. *International Conference on Extended Reality*, 2024.
- [C.3] Hui Ye<sup>\*</sup>, Jiaye Leng<sup>\*</sup>, Pengfei Xu, Karan Singh, and Hongbo Fu<sup>†</sup>. 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<sup>†</sup>. 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<sup>†</sup>, 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	<b>Research Assistant</b> , City University of Hong Kong <ul style="list-style-type: none"> <li>• Advisor: Prof. Hongbo Fu</li> <li>• Topic: Spatial Interaction in Augmented Reality</li> </ul>	2023.05 - 2023.08
SELECTED AWARDS AND HONORS	<b>Research Tuition Scholarship</b> , City University of Hong Kong <b>Research Tuition Scholarship</b> , City University of Hong Kong <b>Postgraduate Studentship</b> , City University of Hong Kong <b>Outstanding Master Thesis Award</b> Beihang University, <b>Second Prize Scholarship</b> , Beihang University <b>Bronze Medal</b> , ACM-ICPC Asian-East Continent Final, Xi'an Site <b>Gold Medal</b> , ACM-ICPC Asian Regional Contest, Jiaozuo Site <b>First Prize Scholarship</b> , China University of Mining and Technology	2025 - 2026 2024 - 2025 2023 - 2027 2023 2020 2018 2018 2016 - 2019
ACADEMIC SERVICES	<b>Reviewer for</b> IEEE VR '21, ISMAR '21 '22, CHI '23 '24, CGI '25, DIS '25 WiP, CAD/Graphics '25, SIGGRAPH Asia '25 Emerging Technologies  Computers & Graphics '25, Transactions on Graphics '25  <b>Committee Member</b> Organization Committee Member	Conference  Journal  CVM 2025
TEACHING EXPERIENCE	<b>Teaching Assistant</b> SM4712B: Graduation Thesis / Project	Fall 2024, Spring 2025