JIAYE LENG

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EDUCATION

City University of Hong Kong, School of Creative Media

Sept 2023 - Current

- Ph.D. in Creative Media
- Supervisor: Prof. Hongbo Fu and Prof. Miu Ling Lam
- Research Interest: Human-AI Interaction, AR/VR, Computer Graphics

Beihang University, School of Computer Science

Sept 2020 - Jan 2023

- M.Eng. in Computer Technology
- Supervisor: Prof. Lili Wang
- Outstanding Master Thesis Award

China University of Mining and Technology, School of Computer Science

Sept 2016 - Jun 2020

- B.Eng. in Electronic Information Science and Technology
- Admitted to Beihang University by postgraduate recommendation

PUBLICATIONS

- [Under Submission] Jiaye Leng, Hui Ye, Pengfei Xu, Miu Ling Lam and Hongbo Fu. GenFODrawing: Supporting Creative Found Object Drawing with Generative AI.
- [CHI '24] 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
- [IJHCI '23] Aoxin Sun, Lili Wang, Jiaye Leng and Sio Kei Im. Light-Occlusion Text Entry in Mixed Reality. In International Journal of Human-Computer Interaction
- [CHI '23] 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
- [TVCG '22] Jiaye Leng, Lili Wang, Xiaolong Liu, Xuehuai Shi and Miao Wang. Efficient Flower Text Entry in Virtual Reality. In IEEE Transactions on Visualization and Computer Graphics: Special issue for 2022 IEEE International Symposium on Mixed and Augmented Reality
- [VR '21] Lili Wang, Hao Wang, Danqing Dai, Jiaye Leng and Xiaoguang Han. Bidirectional Shadow Rendering for Interactive Mixed 360° Videos. In 2021 IEEE Virtual Reality and 3D User Interfaces

ACADEMIC EXPERIENCE

Research Assistant, City University of Hong Kong

Jun 2023 - Aug 2023

Supervisor: Hongbo Fu

Topic: Spatial Interaction in Augmented Reality

SKILLS & SERVICE

Programming C/C++, C#, Python, Pytorch, Unity 3D, OpenGL, LATEX Hardware HTC Vive Headsets, Microsoft HoloLens, Azure Kinect, ZED

Paper Review VR '21, ISMAR '21 '22, CHI LBW '23 '24

SELECTED HONORS & AWARDS

Research Tuition Scholarship, City University of Hong Kong	2024 - 2025
Postgraduate Studentship, City University of Hong Kong	2023 - 2027
Outstanding Master Thesis Award, Beihang University	2023
Second Prize Scholarship, Beihang University	2020
2018 The ACM-ICPC Asian Regional Contest, Jiaozuo Site, Gold Medal	2018
2018 The ACM-ICPC Asian-East Continent Final, Xi'an Site, Bronze Medal	2018
First Prize Scholarship, China University of Mining and Technology	2017, 2018, 2019