

EDUCATION	City University of Hong Kong <i>Ph.D. in Creative Media</i>	Hong Kong, China 2023 - 2027 (expected)
	• Advisor: Prof. Hongbo Fu and Prof. Miu-Ling Lam • Research area: Human-AI Interaction, Creativity Support, CG, VR/AR	
	Beihang University <i>M.E. in Computer Technology</i>	Beijing, China 2020 - 2023
	• Advisor: Prof. Lili Wang	
	China University of Mining and Technology <i>B.E. in Electronic Information Science and Technology</i>	Xuzhou, China 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. *Submitted to IEEE Transactions on Visualization and Computer Graphics*, 2026. (major revision)
- [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] 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. *Submitted to ACM CHI conference on Human Factors in Computing Systems*, 2026. (under review)
- [C.5] 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. *Submitted to 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 • Advisor: Prof. Hongbo Fu • Topic: Spatial Interaction in Augmented Reality	2023.05 - 2023.08
SELECTED AWARDS AND HONORS	Research Tuition Scholarship , City University of Hong Kong Research Tuition Scholarship , City University of Hong Kong Postgraduate Studentship , City University of Hong Kong Outstanding Master Thesis Award Beihang University, Second Prize Scholarship , Beihang University Bronze Medal , ACM-ICPC Asian-East Continent Final, Xi'an Site Gold Medal , ACM-ICPC Asian Regional Contest, Jiaozuo Site First Prize Scholarship , China University of Mining and Technology	2025 - 2026 2024 - 2025 2023 - 2027 2023 2020 2018 2018 2016 - 2019
ACADEMIC SERVICES	Reviewer for IEEE VR '21, ISMAR '21 '22, CHI '23 '24, CGI '25, DIS '25 WiP, CAD/Graphics '25, SIGGRAPH Asia '25 Emerging Technologies Committee Member Organization Committee Member	Conference Journal CVM 2025
TEACHING EXPERIENCE	Teaching Assistant SM4712B Graduation Thesis / Project	Fall 2024, Spring 2025