# HAN PUZHU

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## EDUCATION

**City University of Hong Kong**  2022 - 2026
Bachelor of Arts and Science in New Media, School of Creative Media  Hong Kong, China SAR
CGPA : 3.4; Ranking top 10%
Core Modules: Data Visualization, Human Computer Interaction, Mixed Reality, Machine Learning, Media Computing

**Zurich University of Arts**  2025.02-2025.06
Semester Exchange program in Fine Arts Department  Zurich, Switzerland
Core Modules: Arts& AI, Arts& Internet, Artistic Practice

**University of Arts London**  2023.07-2023.08
Summer School program in Creative Computing Institute  London, UK
Core Modules: Physical Computing, Digital Storytelling

**Hanyang University**  2025.07-2025.08
Summer School Program  Seoul, Korea
Core Modules: Contemporary Cinema, Computer Animation, Narrative storytelling

## SELECTED PROJECTS

**Eye-Tracking PDF Reader: A Hands-Free and Multimodal Reading Interface**  2025.10
Tech: Html, java script The HCI project developed a comprehensive, gaze-controlled PDF reader prototype integrating voice-based note-taking, integrating eye-tracking technology to innovate the reading system.

**Experimental Animation "Feminine"**  2024.06
Tech: Unity, Nomad, Procreate, AfterEffect
Created an experimental animation by combining hand-drawn 2D illustrations with 3D-modeled abstract forms. The project emphasizes optical illusion, sound design, and visual metaphors to explore non-representational digital aesthetics.
This Animation has screening at International Experimental Film Festival, Cinémathèque québécoise in Montreal, and Lugano Animation Days in Switzerland.

**Machine learning Based Restoration of Buddha Heritage Animation**  2024.01
Tech: Python, PyTorch, NumPy, Scikit-learn
Trained the KNN model to identify spiritual blessings based on Buddhas' specific appearances.
Used incomplete body parts of damaged statues as input to regenerate missing buddha heads through a FlowMachine generated model. This project integrates cultural heritage preservation with generative machine learning.

**Realtime Interactive generative calligraphy computing artwork**  2023.08
Tech: P5js, Machine learning in Object detection
Developed a real-time interactive artwork using p5.js, incorporating webcam input and a machine learning classification model.
The system interprets user gestures and translates them into generative visual forms inspired by traditional calligraphy, bridging classical aesthetics with contemporary computation.

## WORK EXPERIENCE

**TobiasKlein Studio, CityU**  2024.06-2024.12
Technical Assistant
Assisted in cross-disciplinary projects involving 3D printing and lenticular installation techniques.
Collaborated with professors and industry partners on data collection and report preparation.

**Studio for Narrative spaces, CityU** 2025.08- now

Research Assistant

Researched how Generative AI workflows integrated to curriculum in supporting students' speculative design in future theme installations production.

Teaching student Arduino devices related physical computing and conduct interviews collecting experiment data.

**Generative Agent Game Startup** 2022-2024

Co-Founder

Co-initiated a startup focused on interactive, AI generative agent-based social games. The project received a HK Tech 300 Seed Fund grant.

## HONORS

### Academic Honors

CityU Top Entrance Scholarship for International Students, 2022-2026.

Dean's List, 2022.

Dr. Peter Chung Yin Lee Memorial Fund Overseas Experience Awards, 2023.

CityU Scholarship, 2024.

HKSAR Government Scholarship Fund (Non-academic Awards) - Talent Development 2022-2025.

HKSAR Government Scholarship Fund - Reaching Out Award 2025.

Artwork exhibited in Beijing International Jewllery Exhibition 2025.

Animation project screening at International Experimental Film Festival, 2024.

Animation project screening at the Cinémathèque québécoise in Montreal, Canada 2024.

Animation project screening at Lugano Animation Days in Switzerland, 2024.

### Non-Academic Honors

Dr. Herman Hu Sports Awards and Scholarships, 2024.

First place of USFHK Women Tennis competition, 2024.

Bronze of USFHK Women Tennis competition, 2023.

National First-class Golf Athlete, 2018.

## PUBLICATION& CONFERENCES

Li, J., Li, X., Wang, H., He, C., **Han, P.**, & Dong, C.* (2025). Cryotherapy Combination Therapy for the Treatment of Ankle Injuries in Aerobics Athletes. *Medicine*, 104(29).

Li, J., Wang, H., He, C., **Han, P.**, Ding, N., Yan, J., & Li, X.* (2025). Analysis of mental health factors for doping in competitive sports. *Medicine, 104*(29).

## SKILLS

### Software

Unity, UE5, blender, SubstancePainter, Nomad, P5js, Processing, Spyder, Visual Studio Code, Adobe (AfterEffect,Adobe XD, Photoshop), Procreate, Figma.

### Programming Languages

C#, C++, html, Java and Python

### Machine learning frameworks

Scikit learn, Pytorch, TensorFlow

### Languages

English (IELTS 7.0), Mandarin (Native), German (A1), Cantonese (Basic).

### Sport

Professional in tennis(USFHK Championship), Professional in golf (handicap: 10)