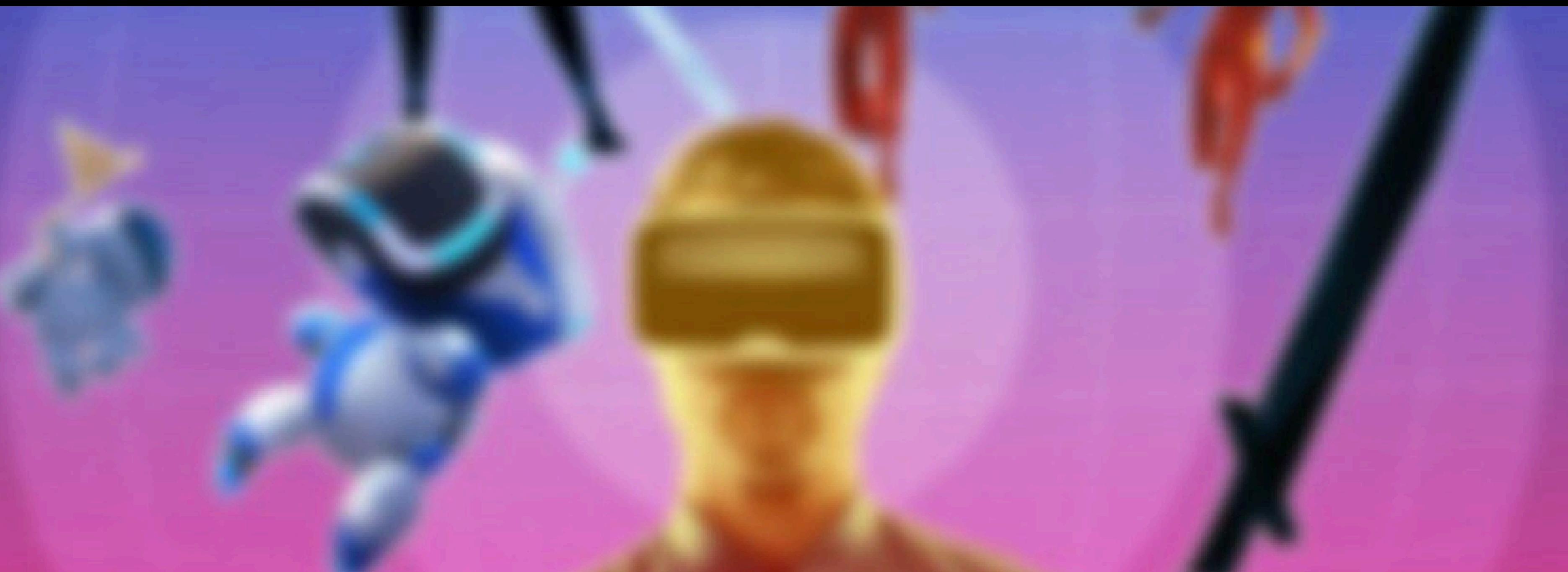


WELCOME TO MY PORTFOLIO '25



Who am I?

Hi, I'm Linh Pham. I'm passionate about evaluating interactive, adaptive systems that explore how people understand, trust, and respond to technology. I specialize in VR and game design, using these immersive environments as testbeds to explore how AI can adapt to users in meaningful ways. My work blends computational design with human behavior, allowing me to focus on how AI decisions impact participation, fairness, and trust.

What's my goal?

My ultimate goal is to build systems that empower users by making technology more intuitive, transparent, and supportive. I aim to create AI-driven systems that don't just react to users, but adapt and grow with them, enhancing their experience rather than constraining it.

What motivates me?

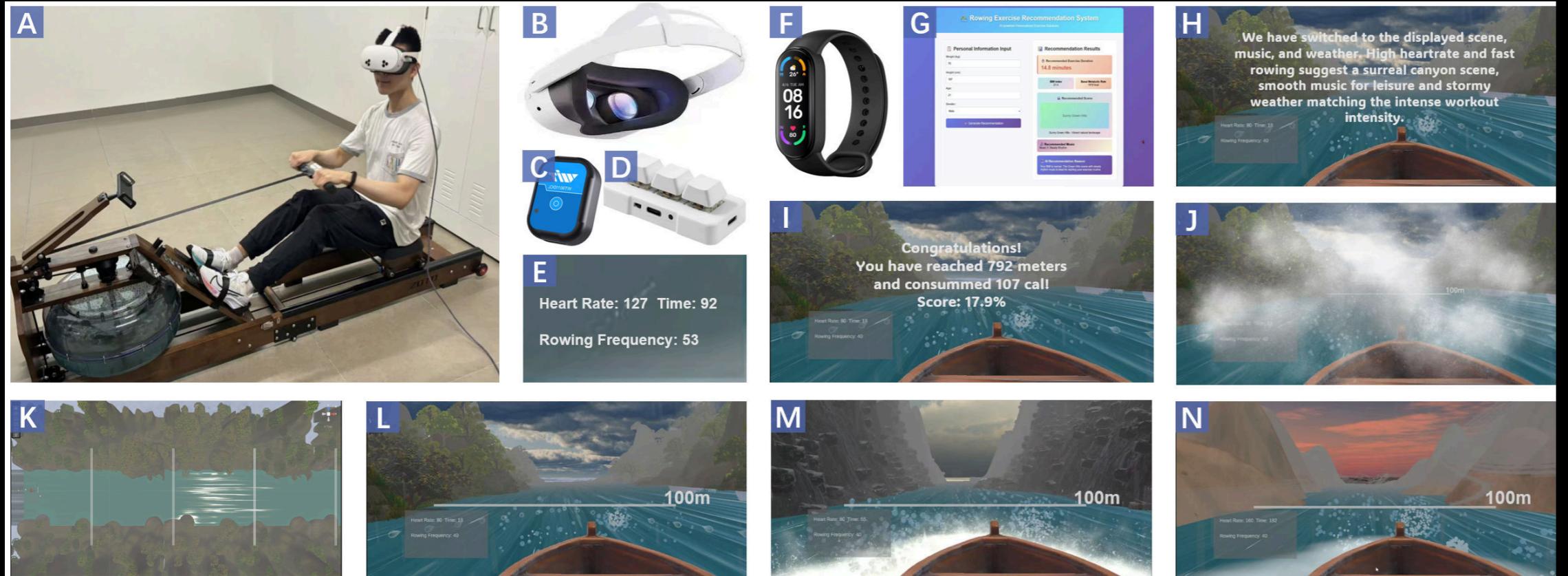
I'm motivated by a deep curiosity about how technology shapes human interaction and how AI can enhance our understanding of ourselves and the world around us. I'm driven by the belief that technology can improve lives if designed with trust, fairness, and inclusivity at its core. I want to bridge the gap between human experience and technology, creating systems that respond to people's needs and make their interactions with technology more engaging and empowering.



iRow: Adaptive VR Rowing System

(CHI 2026 – Under Review, VRCAI 2025 - Accepted
Supervisor: Yucheng Jin

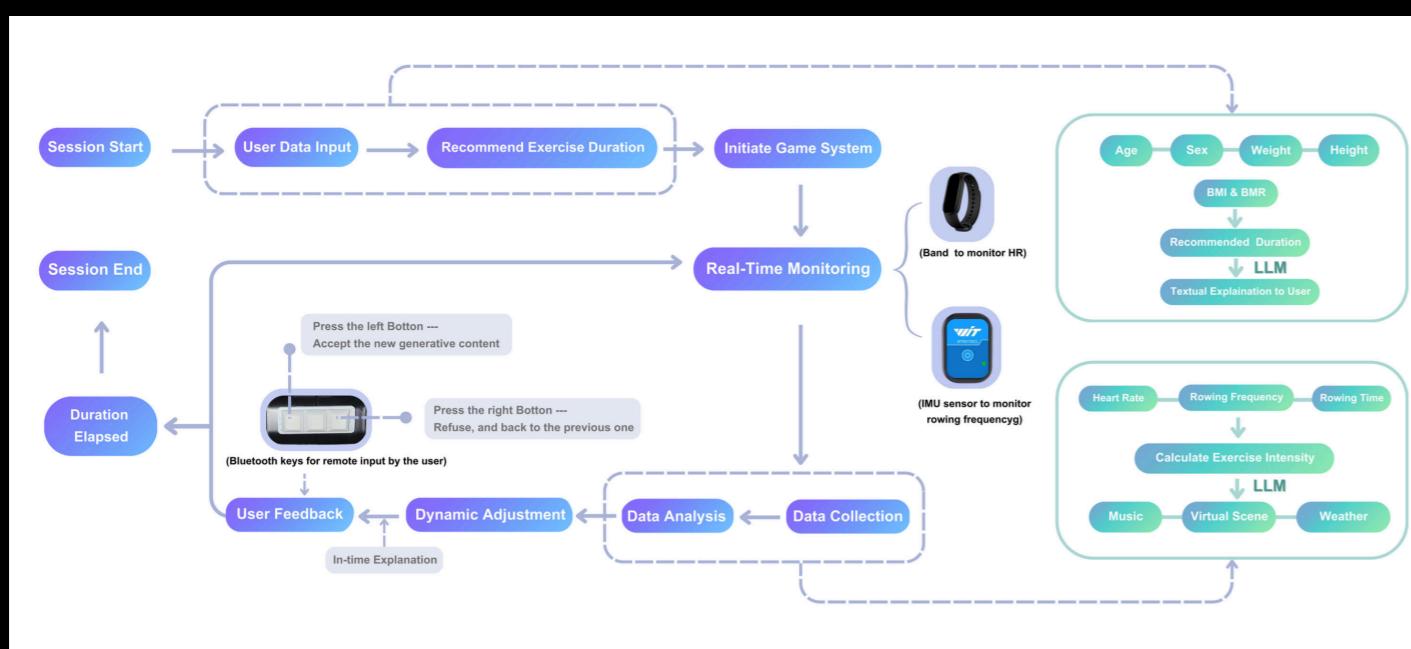
Unity · C# · IMU Sensors · Bandmi 4 watch



Overview

iRow is an adaptive VR rowing system that adjusts environmental content based on real-time heart rate and rowing frequency. An LLM estimates exercise intensity and selects scenes, music, and weather to support safe and engaging workouts.

Users experienced smoother pacing and clearer workout transitions, which helped them maintain rhythm and reduced discomfort. The project also revealed how physiologically grounded cues can make AI adaptation feel more predictable and trustworthy in VR environments.



VR Bodystorming Tool

(In Progress, PI: Giovanni Santini)



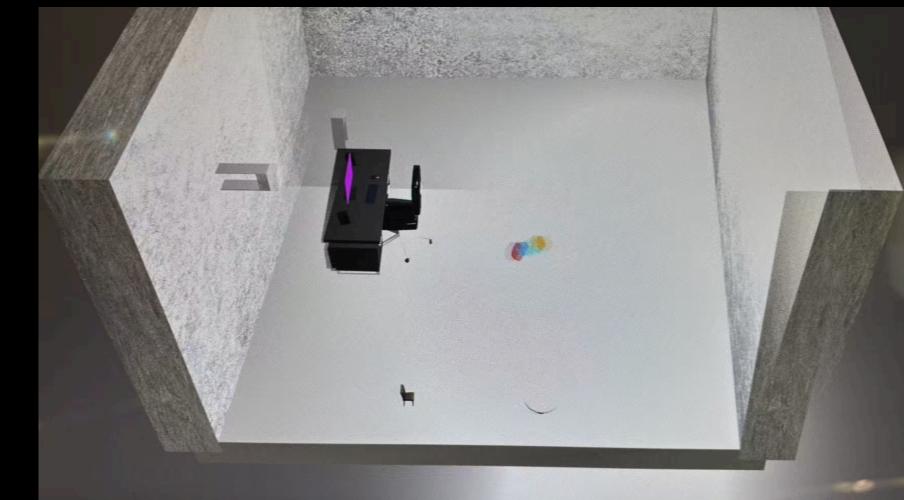
Setup

Unity · C# · Blender · Figma · Multi-user networking backend

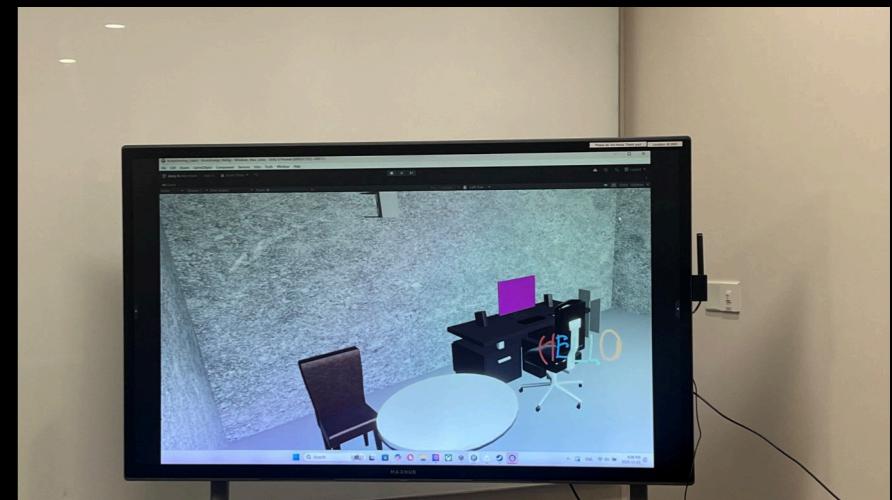
Overview

VR bodystorming is a multi-user tool that enables teams to collaboratively design public installations using virtual props, spatial layouts, and shared interactions. The system allows participants to experiment with placements, lighting, and movement flows inside a shared virtual environment.

The tool enabled teams to prototype spatial ideas more quickly and communicate design intent with fewer misunderstandings. Modular snapping and shared object states helped reduce friction in collaborative exploration, making early design discussions more concrete and spatially grounded.



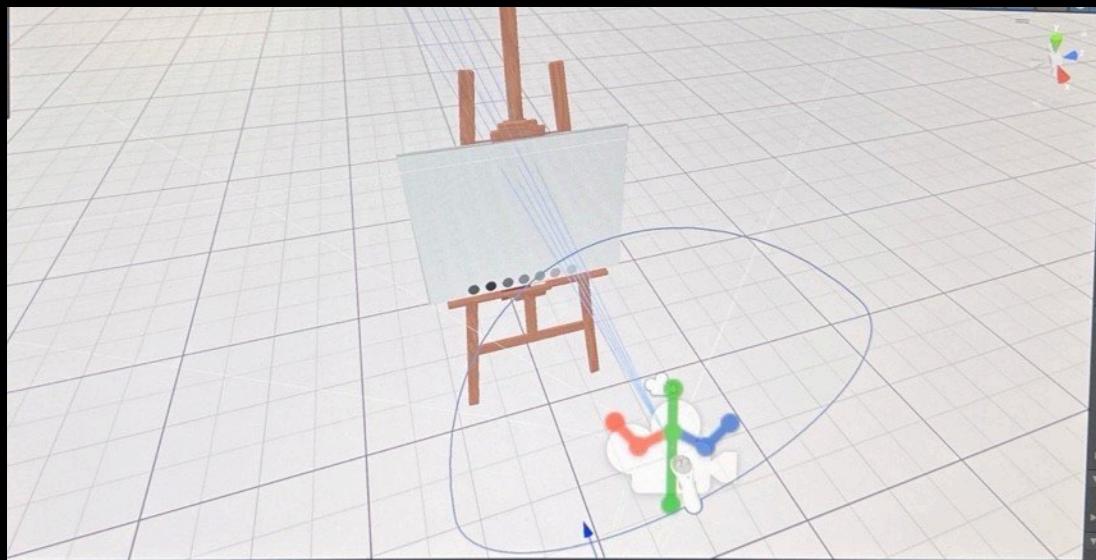
3D view



User pov

Sketch-Based AI

(In Progress, Supervisor: Yucheng Jin)



Unity (XR Interaction Toolkit) · Gemini API · C#

Overview

A minimalist VR drawing tool that captures behavioral signals, such as stroke speed, pauses, smoothness, and erase patterns, and pairs them with an LLM that generates personality profiles from the user's sketch and interaction traces. The tool explores how micro-behaviors during drawing can reveal cognitive and affective tendencies inside immersive systems.

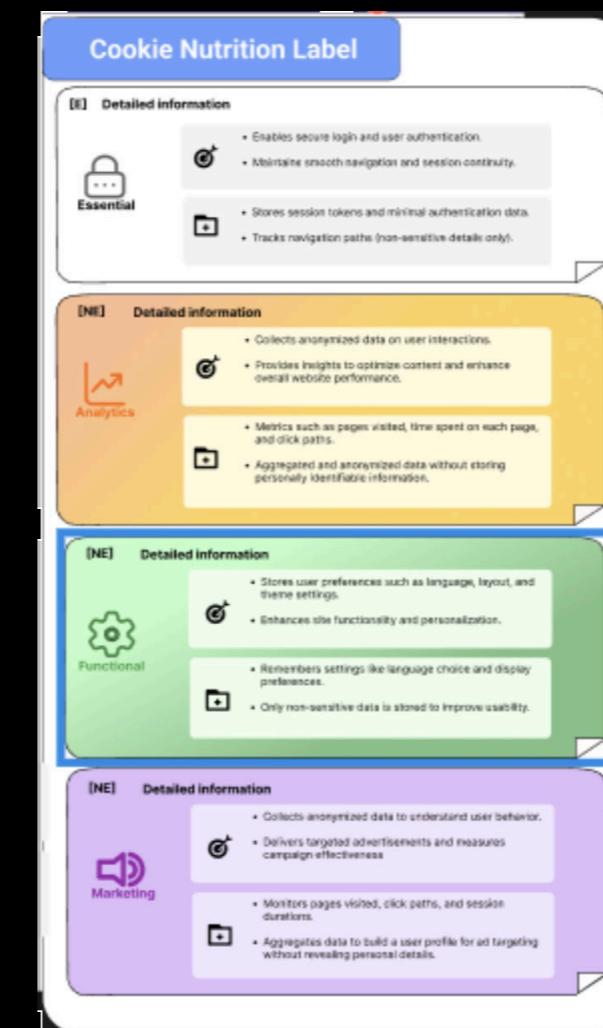
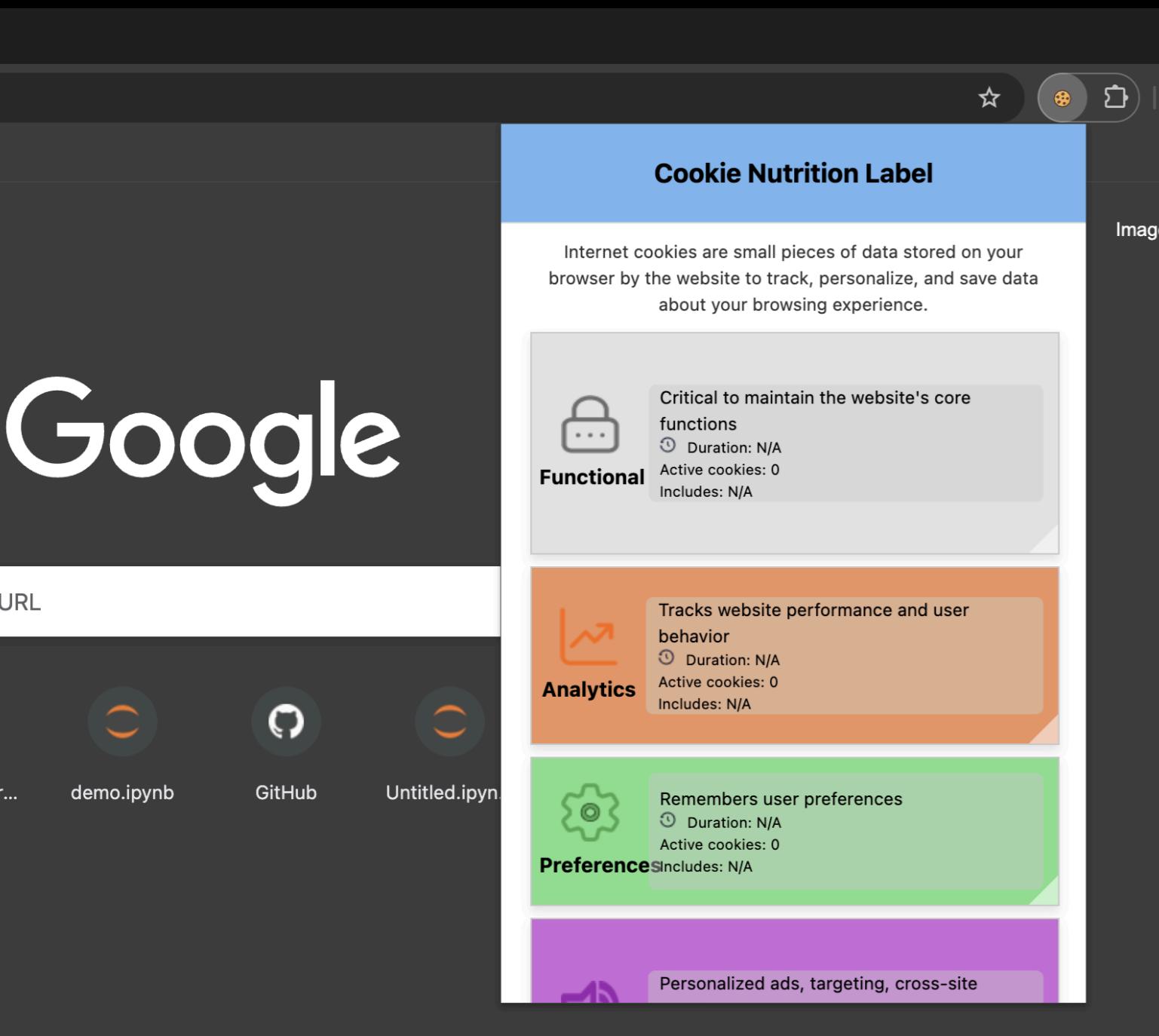
The system showed how small variations in drawing behavior can shape how AI interprets user intent. This project provided a foundation for studying how people express themselves through micro-gestures in VR, and how AI-mediated interpretation influences trust and self-perception.

DEMO:

<https://drive.google.com/file/d/1ExvicUQ1B8TlYMHdZOsoIhzVaLMY87i/view?usp=sharing>

Cookie Consent Chrome Extension

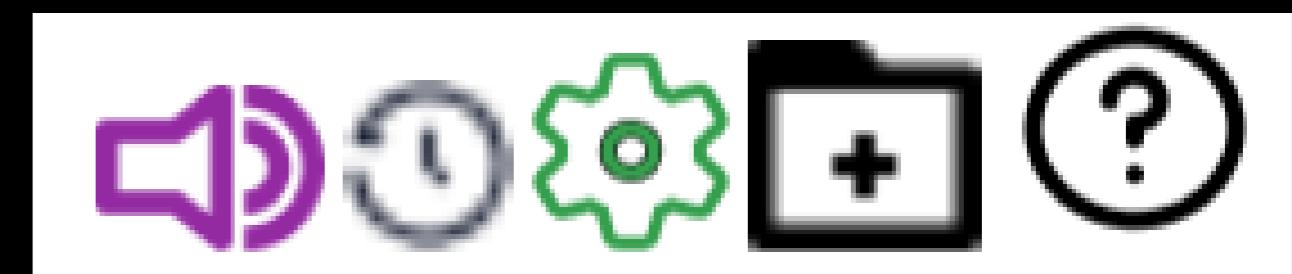
HTML · CSS · JavaScript



Overview

A lightweight Chrome extension that provides a custom cookie-consent popup with clear categories and toggleable tracking preferences. Designed to communicate data-use options simply and accessibly.

User testing across multiple webpages confirmed that the popup loaded reliably, toggle states behaved consistently, and preferences persisted correctly between browsing sessions. This validated the extension's stability and the clarity of its interaction flow.



Labels for the cookie categories

Flappy Bird Clone

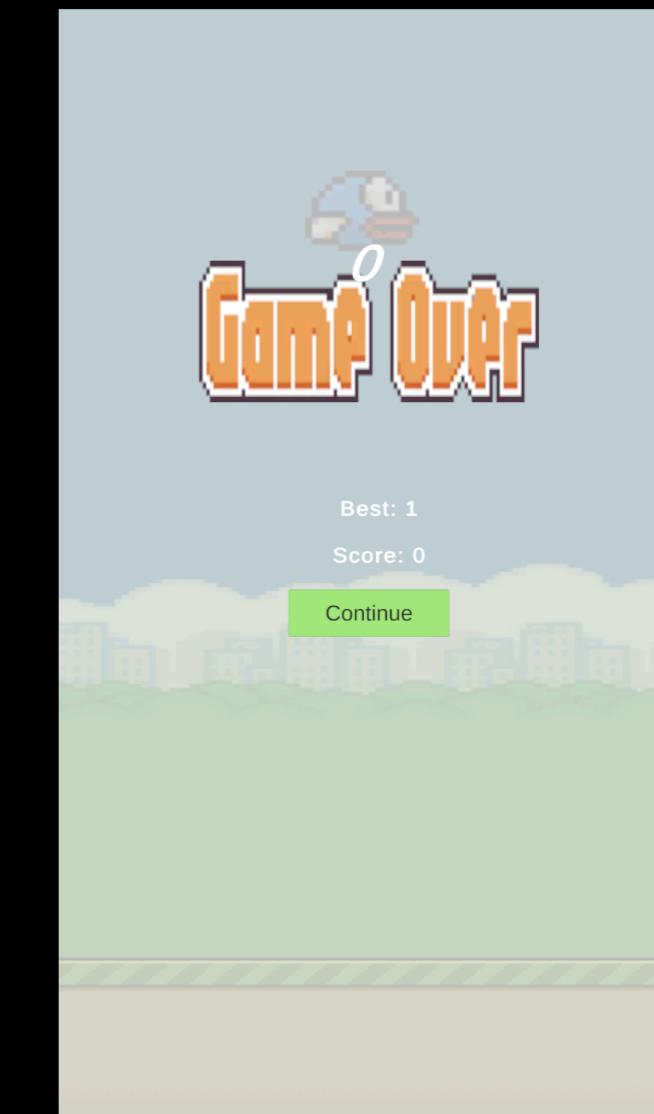
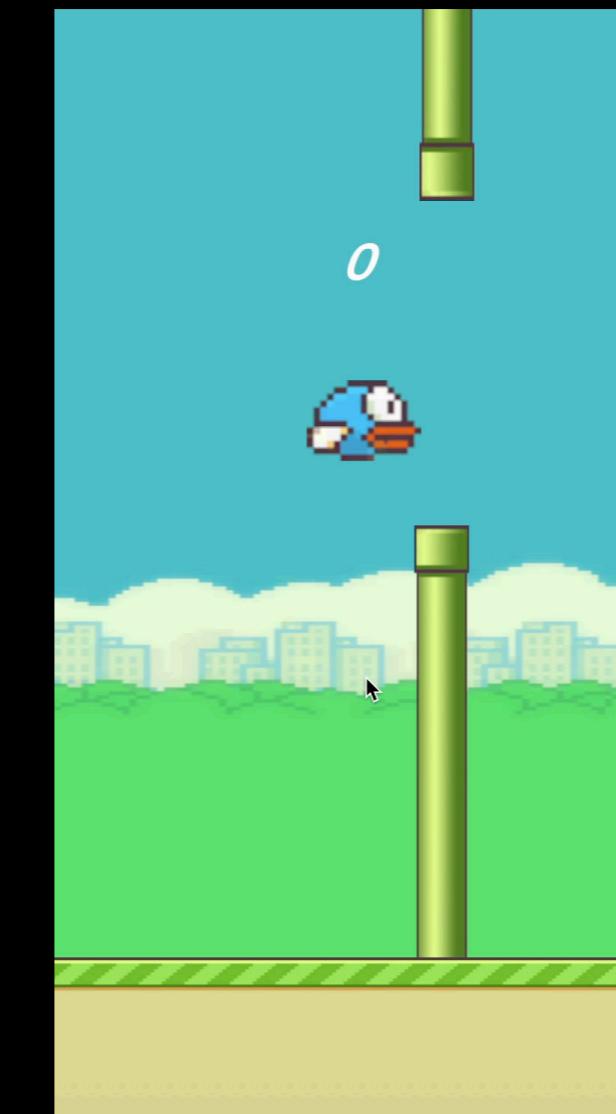
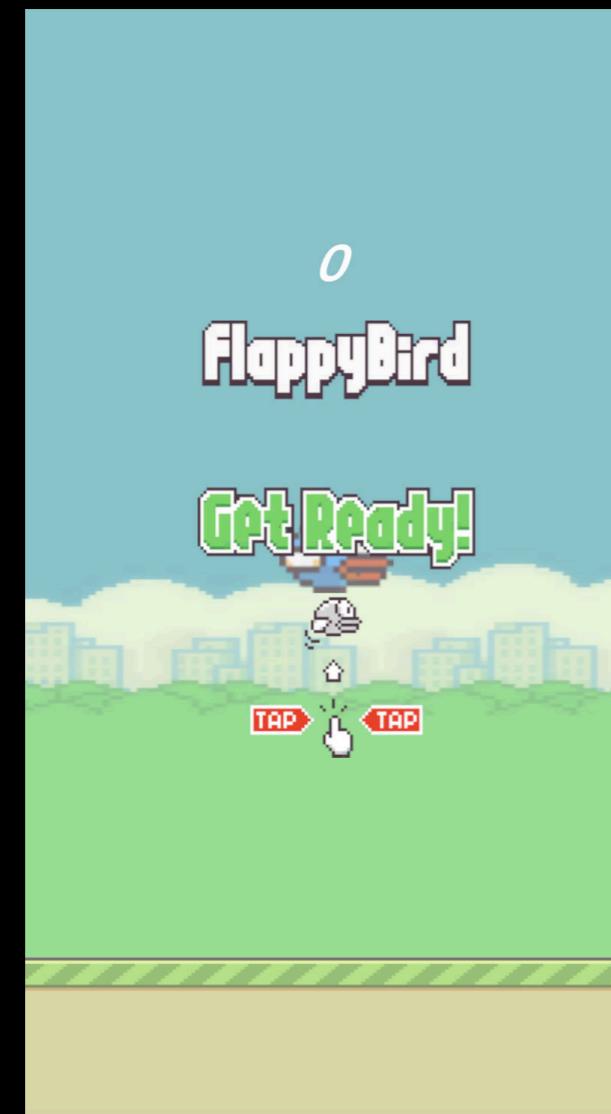
Unity · C#

Overview

A personal project that reimagines the classic Flappy Bird game, focusing on learning the mechanics of adaptive gameplay and player interaction within Unity. By iterating on this simple game, I gained hands-on experience with key concepts like physics, collision detection, and game flow, while also exploring how small design adjustments can impact user engagement. This project serves as a stepping stone in my broader research into adaptive systems.

DEMO:

<https://drive.google.com/file/d/1yeFogpucQBg1baQs52tufilbI7NShatu/view?usp=sharing>

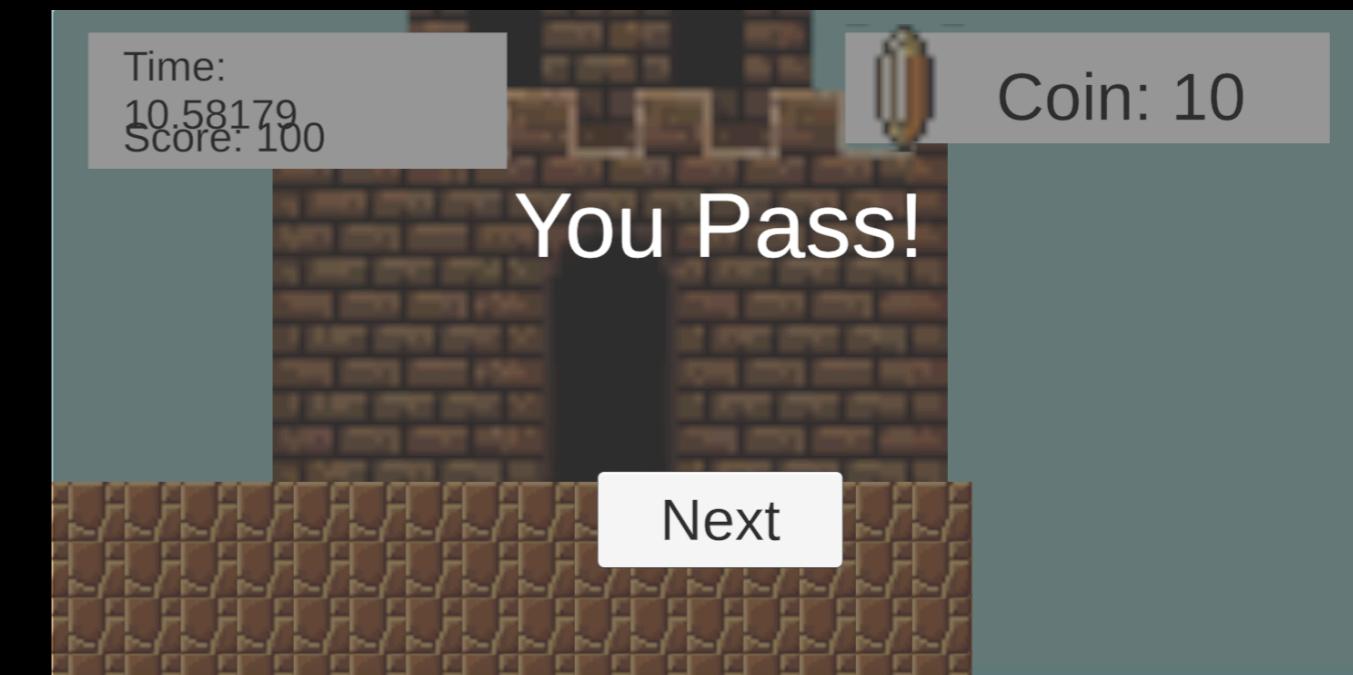
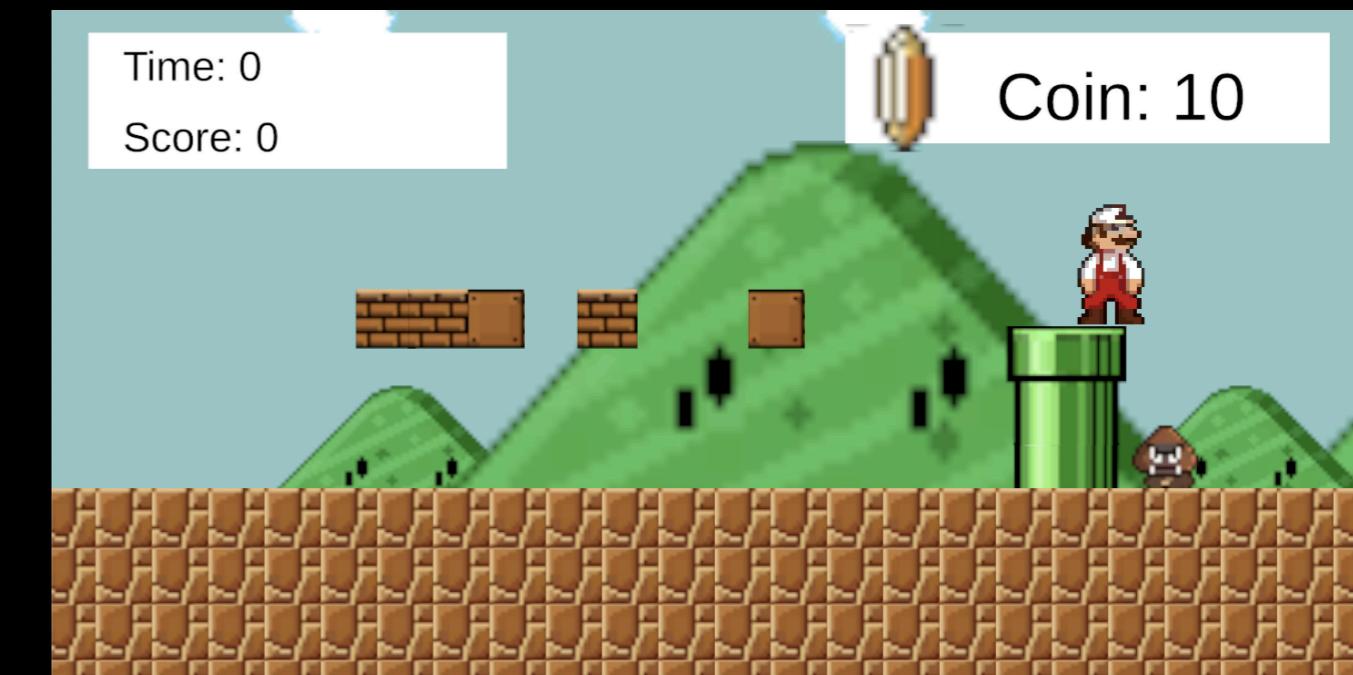


Mario-Style Platformer



Unity · C#

DEMO: https://drive.google.com/file/d/1aXMnJEd-S9xfYY2YxUrgaBxUkWchVuKG/view?usp=share_link



Overview
Players navigate a series of floating islands filled with dynamic hazards, moving platforms, and hidden collectibles. This project helps develop a deeper understanding of how user actions—like precise timing and decision-making—affect gameplay flow and player satisfaction.

Unity · C#

Overview

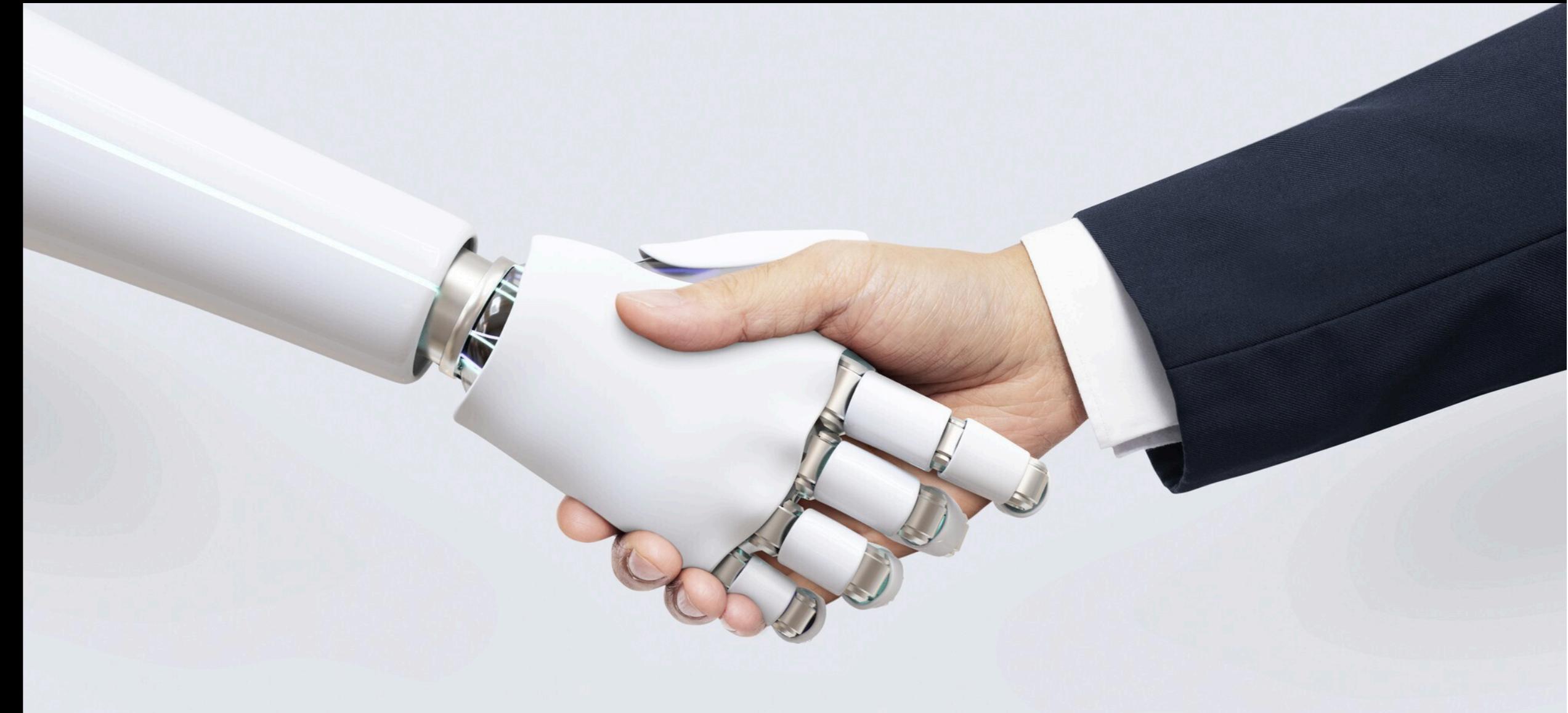
The players match identical items and clear space before the time ends. This project focuses on the development of puzzle mechanics, 3D environment manipulation, and game physics. In the future, this project may serve as a foundation for user testing in both 2D and 3D game environments, exploring how AI-driven adjustments to game complexity could impact player engagement and decision-making.



Tile Master 3D

DEMO: <https://drive.google.com/file/d/1VKUWpQTqhNp-ddKtykgPfmFbRGjkVBGU/view?usp=sharing>

THANK YOU



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