Liu Xing

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EDUCATION

National University of Defense Technology   2016.09 - 2018.12
M.S. in Electronic Science and Technology / GPA: (3.5/4.0) No Ranking
Advisor: **Prof YuanNaiChang**
Relevant courses: Fundamentals of Applied Mathematics; Digital Signal Processing; Advanced Electromagnetic Field Theory;

Nanjing University of Aeronautics and Astronautics   2012.09 - 2016.07
B.S. in Microelectronics / GPA: (3.9/5.0) Ranking: 1/27
Thesis Advisor: **Prof BuGang**
Relevant courses: Advanced Mathematics; Linear Algebra; Probability Theory and Mathematical Statistics
Complex Analysis; College Physics; Programming of C++ Language; Signal and System; Digital Image Processing;

RESEARCH INTERESTS

AR/VR; Human-Computer Interaction; Computer Graphics; Visualization;

RESEARCH EXPERIENCE

Visual Analytics and Intelligence Group of ZJU   **Hangzhou, China**
Research Assistant   2024.6 - current
- Participated in a CHI 2025 research project focused on enhancing the experience of traditional Chinese landscape painting in museums for non-expert users.
- Conducted preliminary research and contributed to the system design section of an academic paper.
- Led the development of key project components:
  - Developed an AR application for user gaze data collection using PICO 4.
  - Developed a gaze data visualization system for analysis of user behavior patterns.
  - Developed an AR application for landscape painting exploration on Apple Vision Pro.

NUS Synteraction Lab
Part-time remote intern   2024.5 - current
- Collaborated on a CHI 2025 project, Solo Eater, examining user eating behaviors while watching videos and exploring real-time feedback mechanisms to encourage mindful eating.
- Developed a system that provides real-time feedback through on-screen comments, reminding users to resume eating while watching videos.
- Responsible for the entire project development and the writing of the system design section in the associated research paper.

WORK EXPERIENCES

Tencent Tech   **Shenzhen, China**
Frontend Developer   2021.6 - 2023.4
Responsible for leading the development of digital twin tools and webpages for data centers. This involves creating a tool for building digital twin scenes and designing 3D + 2D graphics webpages, covering various scenarios like HVAC, electricity, monitoring, access control, etc. The goal is to improve data center management and efficiency through innovative digital twin technology.

SF Tech   **Shenzhen, China**
Frontend Developer   2019.3 - 2021.5
I developed the inaugural 3D Application of the SF Freight logistics hub, establishing a groundbreaking precedent within SF Tech. It's the first 3D app in *SF Tech*. This digital twin platform harnesses AI and simulation technology to

enable advanced logistics operation scheduling and early-warning capabilities, showcasing a novel approach to industry standards. *[link]*

HONORS & AWARDS

Dec 2022	Technology Pioneer Award of IDC Platform Division
Dec 2022	Tencent Open Source Collaboration Award (Front-end data visualization Oteam)
Dec 2021	Good+ Staff in Tencent
Oct 2021	DIA HONORABLE MENTION: Digital Twin of SF Freight Logistics Hub *[link]*
Dec 2019	Good+ Staff in SF
2012-2016	Second-Class Student Scholarship
2014	Third Prize in the National Mathematical Modeling Competition, Jiangsu Region
2014	Excellent Student Cadre

SKILLS

Programming Languages	C++, OpenGL, C#, Python, React, Vue, JavaScript, HTML, Swift, RealityKit
Tools	Blender, Unity
Languages	Chinese(MotherLanguage) English(IELTS 7.5) German(A1)
Others	Certificate of Legal Professional Qualification