

Zhicong Lu

Education

- Jan. 2017 - **University of Toronto**, Toronto, Canada
 Present **Ph.D. in Computer Science**
 – Supervised by Professor Daniel Wigdor
- Sept. 2015 **University of Toronto**, Toronto, Canada
 –Jan. 2017 **Master of Science in Computer Science**
 – Supervised by Professor Daniel Wigdor
- Sept. 2012 **Tsinghua University**, Beijing, China
 –July 2015 **Master of Arts in Interdisciplinary Studies of Information and Art Design**
 – Co-supervised by Professor Ying-Qing Xu and Professor Yuanchun Shi
 – Enrolled in Tsinghua-UC Berkeley Global Technical Entrepreneurship Program
- Sept. 2008 **Tsinghua University**, Beijing, China
 –July 2012 **Bachelor of Engineering in Electronic Information Science and Technology**
 – *Thesis: Energy Harvesting Device for Structural Health Monitoring System*; developed a hardware to harvest energy from ambient vibrations, using TinyOS nesC to program the sensors for power management
- Sept. 2010 **Bachelor of Arts in Design**
 –July 2013 – Designed and developed a tangible AR game for enhancing collaboration between players with computer vision technology and Processing; reported in local newspaper

Publications

- 2018 **Zhicong Lu**, Seongkook Heo, and Daniel Wigdor. 2018. StreamWiki: Enabling Viewers of Knowledge Sharing Live Streams to Collaboratively Generate Archival Documentation for Effective In-Stream and Post Hoc Learning. In Proceedings of the ACM on Human-Computer Interaction, Vol. 2, CSCW, Article 112 (November 2018). ACM, New York, NY. 26 pages (**CSCW '18**).
- Zhicong Lu**, Mingming Fan, Yun Wang, Jian Zhao, Michelle Annett, and Daniel Wigdor. 2018. InkPlanner: Supporting Prewriting via Intelligent Visual Diagramming. In IEEE **VAST '18** and TVCG).
- Zhicong Lu**, Haijun Xia, Seongkook Heo, and Daniel Wigdor. 2018. You Watch, You Give, and You Engage: A Study of Live Streaming Practices in China. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (**CHI '18**).
- 2017 J. Lin, **Z. Lu** (2017) The Rise and Proliferation of Live-Streaming in China: Insights and Lessons. In: Stephanidis C. (eds) HCI International 2017 – Posters' Extended Abstracts. HCI 2017. Communications in Computer and Information Science, vol 714. Springer, Cham
- Mingming Fan, Anuruddha Hettiarachchi, **Zhicong Lu**, Seyong Ha, and Priyank Gupta. 2017. Comparing Mid-air Finger Motion with Touch for Small Target Acquisition on Wearable Devices. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (**CHI EA '17**). ACM, New York, NY, USA, 1593-1600.
- 2014 F. Grey, E. Hwu, **Z. Lu**, et al. "LEGO2NANO: Designing interactive science for children in China" **IDC 2014 Extended Abstract** (Demo Paper), Aarhus, Denmark, 2014.
- D. Shi, K. Fang, **Z. Lu**, et al. "Smart Flash: A Prototype of an Active Style Camera" Issue 10, *Journal of Decoration*, Beijing, 2014.

Awards

- 2015 **Wolfond Scholarship**, University of Toronto
- 2014 **Meilin Han Scholarship**, Academy of Arts and Design (for distinguished students in arts and design)
- 2013 **Ding Zhang Scholarship**, Academy of Arts and Design (Top 5% in class)
- 2008 **Scholarship for Freshmen**, Tsinghua University, Top 10 in Collage Entrance Exam in Ningxia Province

Projects & Experience

- Dec. 2013 **Interaction Design Internship in HITLab AU, Univ. of Tasmania, Tasmania, Australia**
–April 2014 Advisor: Prof. Henry Duh, University of Tasmania
- Collaborated with designers in the company of Sense-T and designed information architecture of the situational awareness system, based on data of their sensor networks and findings from workshop with 20 farm managers
 - Researched over 20 papers about application of tangible user interaction and gamification in agriculture; highly commented by Prof. Henry Duh as a new research direction about HCI and food product innovation
- Sept. 2014 **Frigadget, Student Innovation Contest, UIST 2014, Honolulu, Hawaii, US**
–June 2015 Advisor: Prof. Ying-Qing XU and Yuanchun Shi, Tsinghua University
- Studied design space of human-food interaction with cultural probes and surveys
 - Designed and prototyped a smart device based on the findings with X-Bee and Raspberry Pi to help people manage food and reduce food waste by recording food data in fridge with user interface
- Jan. 2013 **PiMi, Personal PM2.5 Monitor with Related Mobile App, Beijing, China**
–Dec. 2013 Advisor: Prof. Lin Zhang, Dept. of Electronic Engineering, Tsinghua University
- Designed the interaction flow of the device with interviews, storyboard and journey map
 - Designed and developed an online community website for 500 users to log personal air quality data
 - Reported by China Education TV
- April 2011 **“Falling in Love with Library” Tsinghua Library Project, Beijing, China**
–Nov. 2011
- Made a web-based bookshelf-matching game to raise brand awareness for the library; first library game in China
 - Wrote script for 1 of the 5 video dramas; best story in feedback from over 20,000 students
 - Awarded **1st place of 10th IFLA International Marketing Award** in 2012

Skills & Interests

Languages	Chinese/English
Programming	C/ C++/Java/Matlab/JavaScript/Processing/Action Script 3.0/Python/Html5/Objective-C/PHP/OpenCV
Hardware	Arduino/Raspberry Pi/FPGA/Verilog/DSP
Software	Matlab/MySQL/Qt/Flash/Arduino/Processing/Altium Designer/Eagle/Photoshop/Illustrator/Maya/SketchUp
Interests	Drawing/Tennis/Erhu (Chinese traditional instrument)/Photography

Service

- 2019 **CHI 2019** Reviewer for Papers and Associate Chair for Late-Breaking Work
TEI 2019 Reviewer for Papers
- 2018 **CHI 2018** Reviewer for Papers (Received a '**Special Recognition**') and Student Design Competition
CSCW 2018 Reviewer for Papers and Posters
CHI PLAY 2018 Reviewer for Papers
IDC 2018 Reviewer for Late-Breaking Work
MobileHCI 2018 Reviewer for Posters
- 2017 **CHI 2017** Reviewer for Late-Breaking Work
Chinese CHI 2017 Technical Liaison
- 2016 **CHI 2016** Reviewer for Art Exhibition
DIS 2016 Reviewer for Papers and Notes
- 2015 **Chinese CHI 2015** Editor for Chinese CHI Newsletter