

Qianjie Wei

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RESEARCH INTEREST

Human-Computer Interaction, AR/VR Interaction, Accessibility, Healthcare, Human-AI collaboration, etc.

EDUCATION

- **The Hong Kong University of Science and Technology (Guangzhou)** Sep 2023 - Jul 2025 (Expected)
MPhil in Computational Media and Arts Guangzhou, China
 - GPA: 3.92/4.3
 - Advisor: [Prof. Mingming Fan](#) (Primary), [Prof. Yi Cai](#) (Co)
- **Tongji University** Sep 2018 - Jun 2023
Bachelor of Engineering in Industrial Design, College of Design and Innovation Shanghai, China
 - GPA: 4.43/5.0 (Ranking Top 10%)
 - Thesis: Digital Partner Design for the Communication of Autism Apectrum Disorder (ASD) Children
 - Advisor: [Prof. Xiaohua Sun](#) (Graduation Thesis)

PUBLICATIONS AND MANUSCRIPTS

- [M.1] [Qianjie Wei](#), Xiaoying Wei, Yiqi Liang, Fan Lin, Nuonan Si, Mingming Fan. RemoteChess: Enhancing Older Adults' Social Connectedness via Designing a Virtual Reality Chinese Chess (Xiangqi) Community. Submitted to *ACM CHI Conference on Human Factors in Computing Systems (CHI '25)*, under review.
- [P.1] [Qianjie Wei](#), Jingling Zhang, Pengqi Wang, Xiaofu Jin, Mingming Fan. 2024. [Augmented Library: Toward Enriching Physical Library Experience Using HMD-Based Augmented Reality](#). In the *The 17th International Symposium on Visual Information Communication and Interaction (VINCI 2024)*.
- [P.2] Jingling Zhang#, [Qianjie Wei](#)#, Xiaoying Wei, Mingming Fan. [Exploring the Design of Virtual Reality Museums to Support Remote Visitation With Older Adults](#). 2024. *ArXiv*. Preprint.

ON-GOING WORK

- [W.1] Beiyang Cao, Pengqi Wang, [Qianjie Wei](#), et al. Exploring the Design of AI-mediated Emotion Communication for Deaf and Hard of Hearing People in Online Meetings. *In progress*.
- [W.2] Yiqi Liang, Fan Lin, Nuonan Si, [Qianjie Wei](#), Chutian Jiang, Mingming Fan. From Scenarios to Strategies: A Systematic Framework for Understanding Spatial Information Needs of BLV people. *In progress*.
- [W.3] Nuonan Si, Junchun Shen, Fan Lin, [Qianjie Wei](#), et al. Exoskeleton Use in Lower Limb Rehabilitation: A Qualitative Study of Clinical Practices and Perspectives of Physiotherapists and Patients in China. *In progress*.

SELECTED PROJECTS

- **Craftsman Journey: Worker-centered Digital Management Platform** May 2022 - Jul 2022
University-industry Cooperation Program between Tongji University and BOSCH [■]
 - Developed an App that integrates site management and personal development, facilitating site work and enhancing workers' awareness of career development.
 - Tools: used Figma for UX/UI design, and used React + TypeScript for development.
 - Applied think-aloud usability test, A/B testing, and heat-map analysis to assess the user experience of the App.
- **SmartHand: Hand Rehabilitation System for Hemiplegic Patients** Apr 2022 - Jun 2022
Won the first prize in Shanghai Industrial Design Competition (Top 5%)
 - Conceptualized and developed a hemiplegic rehabilitation system facilitated by data loop of electromyographic signals and electrical stimulation. The system consists of two wearable devices and a mobile App, enabling hemiplegic patients to perform precise grip training exercises at home.
 - Implemented gesture image recognition in Python using Mediapipe and OpenCV for accurate motion tracking.

- Monitored the user's muscle activity by establish interaction between Arduino and EMG sensors.
- Engineered the structural components of the wearable devices, leveraged Figma to develop the App prototype.
- **ARFinding: A Home Item Management System for Older Adults** Mar 2022 - May 2022
Advised by Prof. Xiaohua Sun at the Center for Digital Innovation of Tongji University [🌐]
 - Developed a system using RFID tags, voice input, and AR navigation to help older adults manage household items.
 - Hardware: constructed RFID indoor positioning system through RFID tags, NFC, terminal machine, and antenna box.
 - Software: implemented the AR navigation App through Unity 3D.
 - Conducted surveys with target users to discern features that would optimize the experience and improve usability.
- **Running Food: A Serious Game for Popularizing the Food Carbon Footprint** Nov 2021 - Dec 2021
University-industry Cooperation Program between Tongji University and Tencent [🌐]
 - Designed and developed a serious game that explores the carbon footprint of three scenarios (food production, purchase, and consumption), calling for less food waste and sustainable living concept.
 - Created shaders and visual effects for characters, text, cutscenes, and dynamic dialogue system in Roblox engine, implemented the game's interaction logic through Lua programming language.
 - Ensured a seamless and intuitive user experience by refining gameplay mechanics and interface and conducting playtesting and iteration to optimize player engagement and satisfaction.

PROFESSIONAL EXPERIENCES

- **Accessible & Pervasive User EXperience (APEX) Lab, HKUST(GZ)** Sep 2023 - Present
Research Student Guangzhou, China
 Advisor: [Prof. Mingming Fan](#).
 Conduct quantitative and qualitative research at the intersection of HCI, AR/VR/MR, and AI, with a particular focus on aging, accessibility, and learning.
- **Center for Digital Innovation, Tongji University** Mar 2023 - Jun 2023
Research Intern Shanghai, China
 Advisor: [Prof. Xiaohua Sun](#).
 Research on an augmented assistive communication system based on large language models.
- **Fablab, Tongji University** Sep 2022 - Dec 2022
Research Intern Shanghai, China
 Advisor: [Prof. Saverio Silli](#).
 Research on computational design and sustainable manufacturing.

HONORS AND AWARDS

- **National Encouragement Scholarship at Tongji University**, Top 5% Oct, 2022
- **Shanghai Industrial Design Competition**, First Prize Oct 2022
- **The 7th Think Youth-Shanghai International Digital Creation, Innovation & Entrepreneurship Competition**, First Prize Aug 2022
- **The Best User Experience Design Project**, Held by BOSCH Mar 2022
- **Outstanding Student Scholarship at Tongji University**, Top 10% Oct, 2021

SKILLS

- **Languages:** Mandarin (Native), English (Fluent, IELTS 7.0), German (Basic)
- **AR/VR Development:** Proficient in developing AR/VR applications and interactions using unity (e.g., Multiplayer VR development, write C# scripts to implement AR/VR interaction)
- **UX/UI and Interaction Design:** Skilled in Figma, Adobe kits (PS, AI, PR...)
- **Open-source Hardware and Programming:** Arduino IDE, PCB Engineering
- **Industrial Design and Engineering:** Familiar with Blender, Rhino
- **Research:** Literature Review, User Study, Quantitative and Qualitative Data Analysis