

/2015

Jialin Xu Portfolio

PDF Version

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/Interaction Design

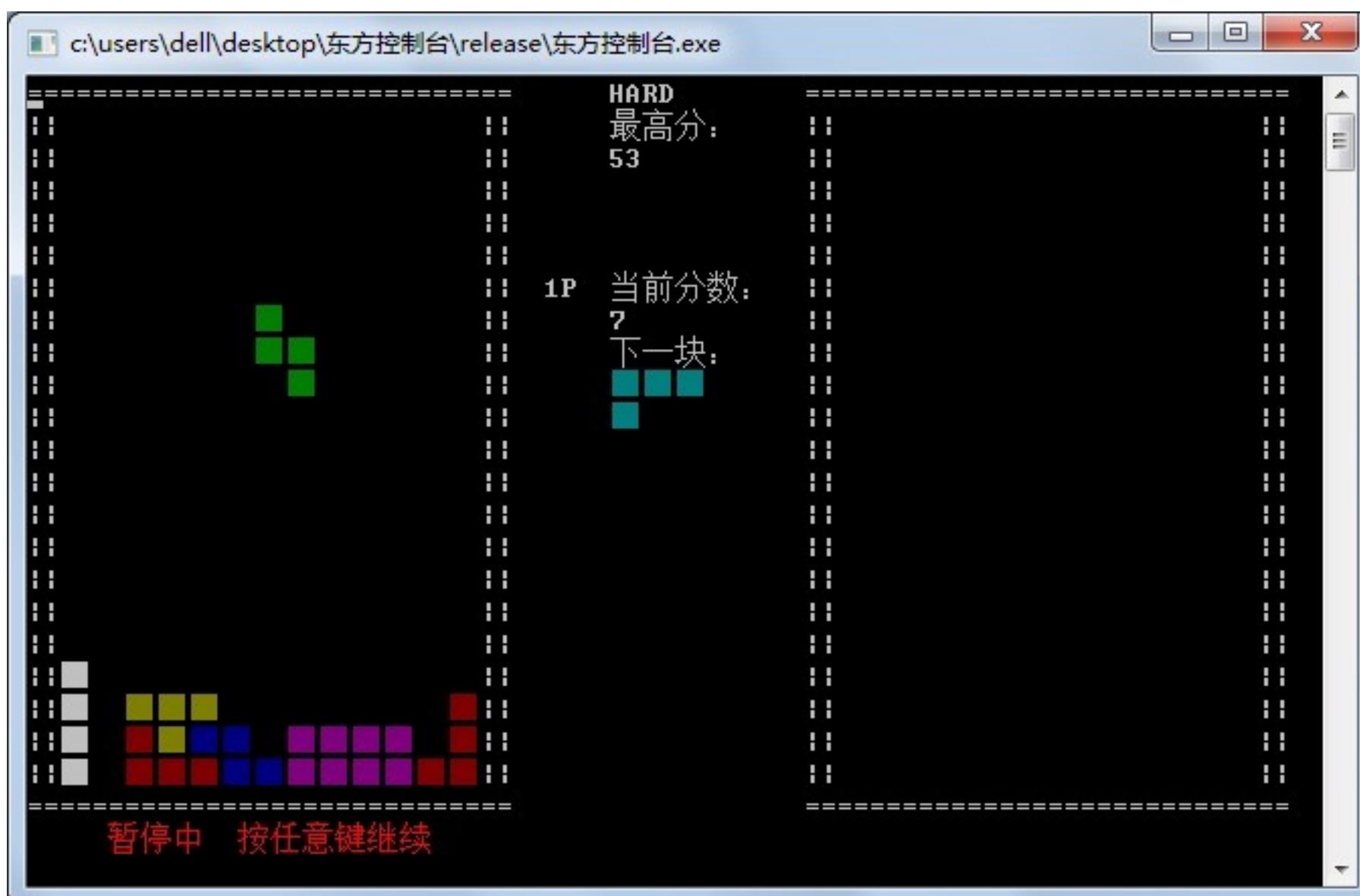
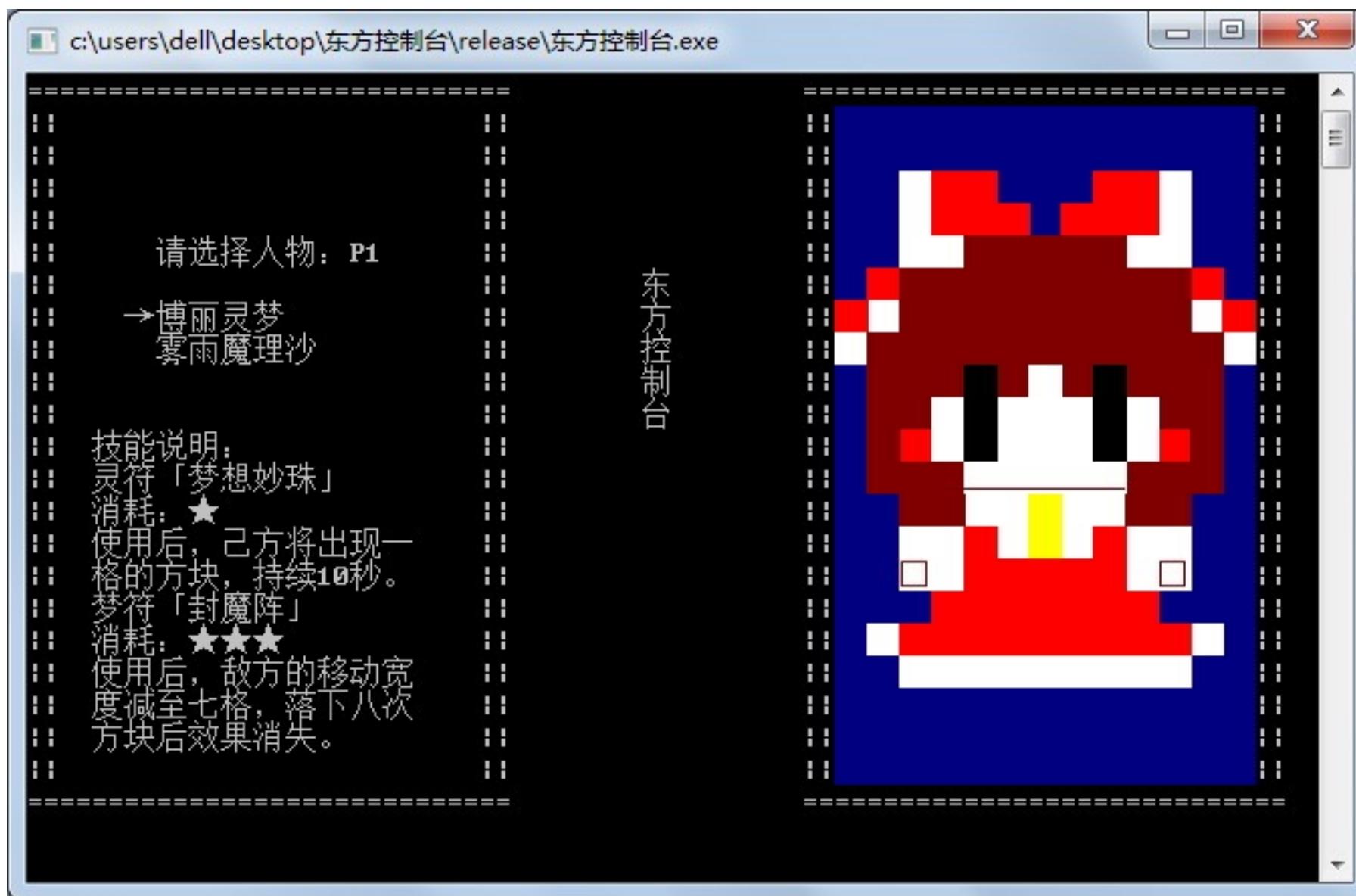
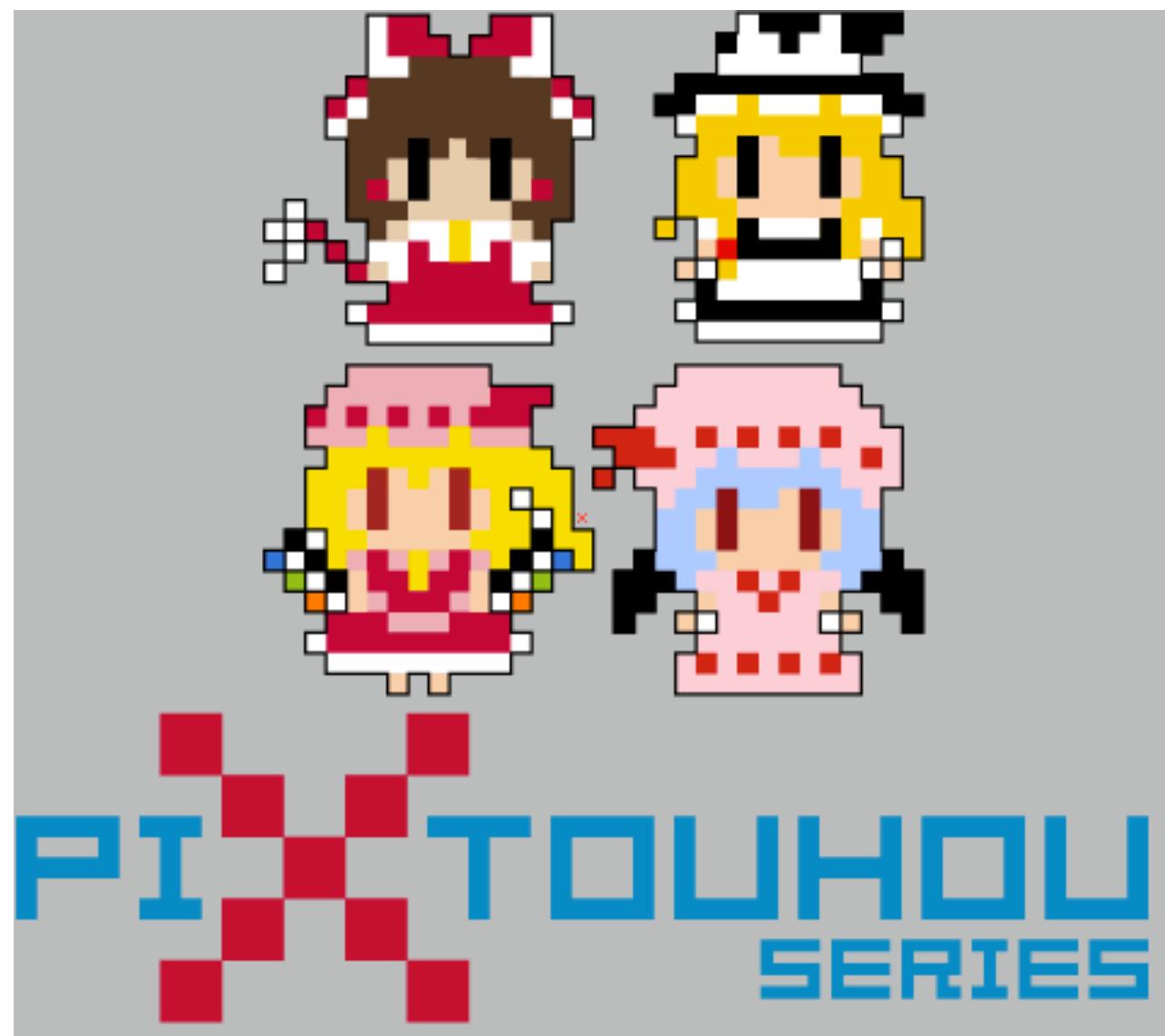
/Graphic Design

/Video Design

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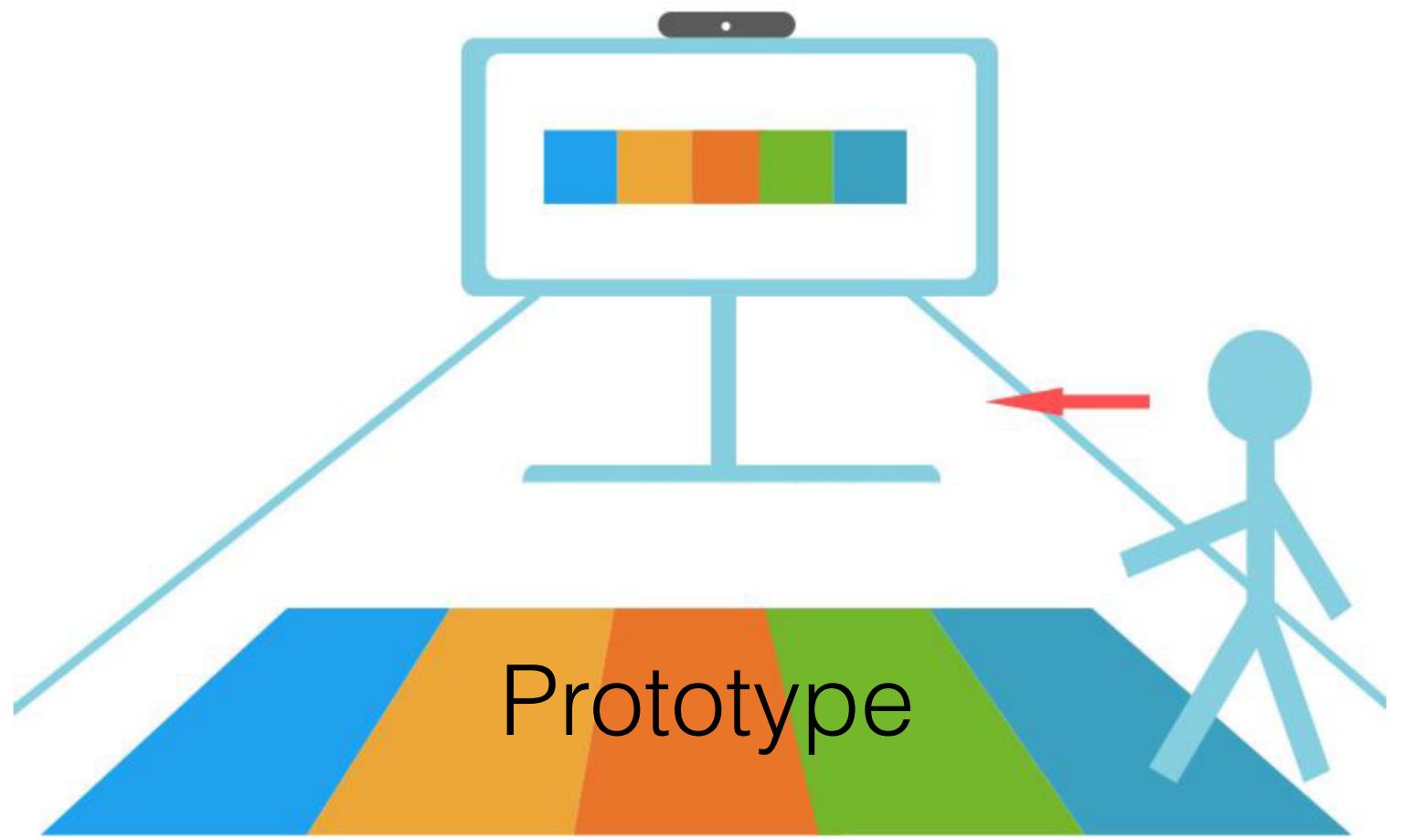
/About Me



This project was developed for Practicum in Computer Skills in my sophomore year and earned a high score 96 (out of 100 scale). This tetris game is a console application using multithreading technology. Its feature includes multi-level, multi-mode, various characters and skills, supporting 2 players. This is my first step into game program and design.

The character design came from the Touhou Project.(东方プロジェクト)
Tohou Tetris Game using C++

/Graduate Thesis 3D Interaction Design



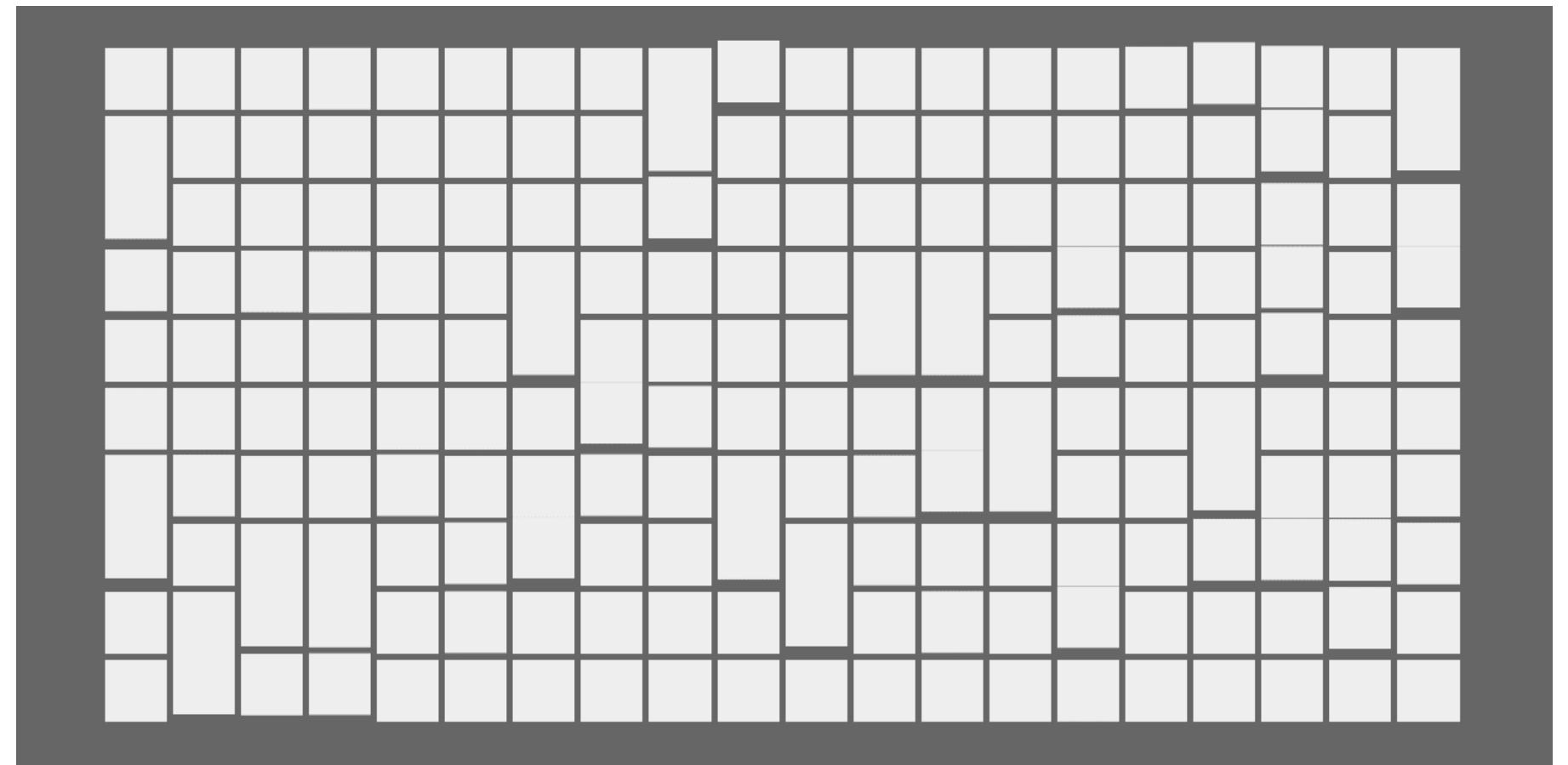
Capture human motions by Kinect using C#.

Establish link between HTML5 and Kinect using Websocket.

Design and show the "computer emotion" using HTML5.

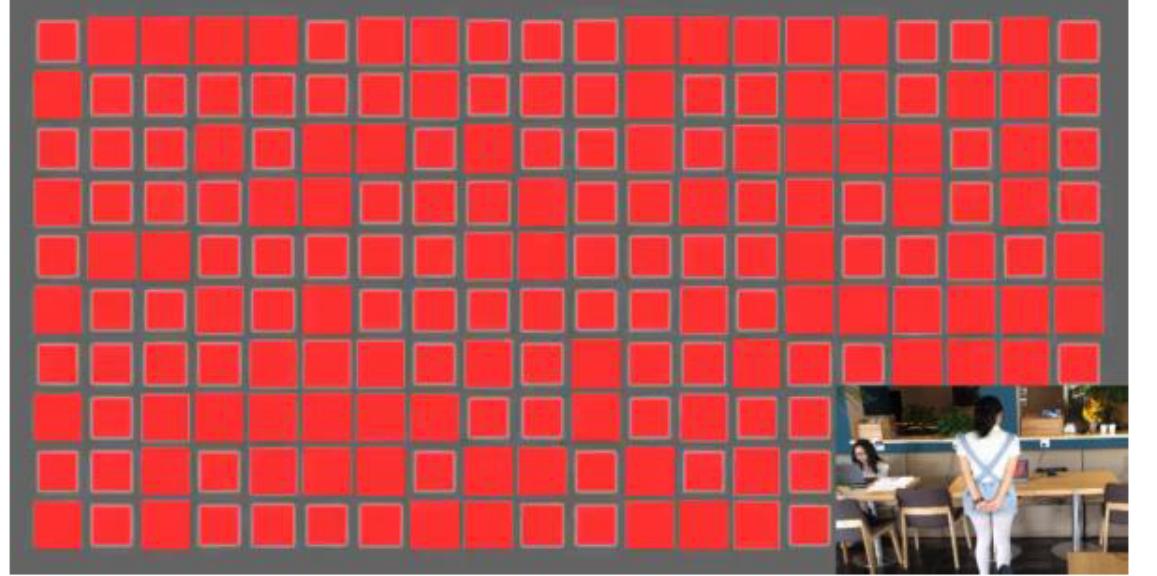
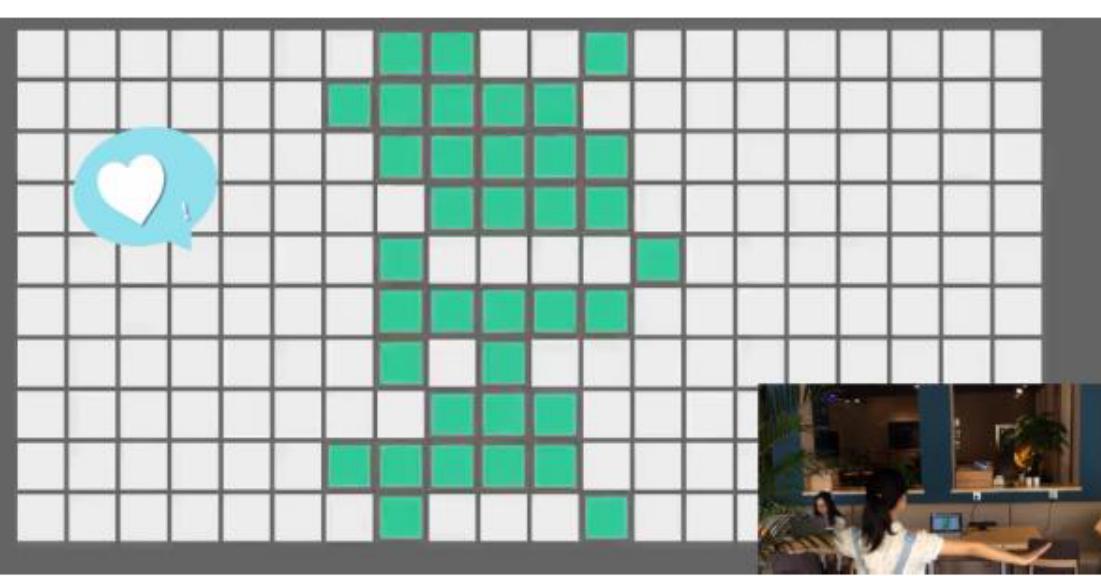
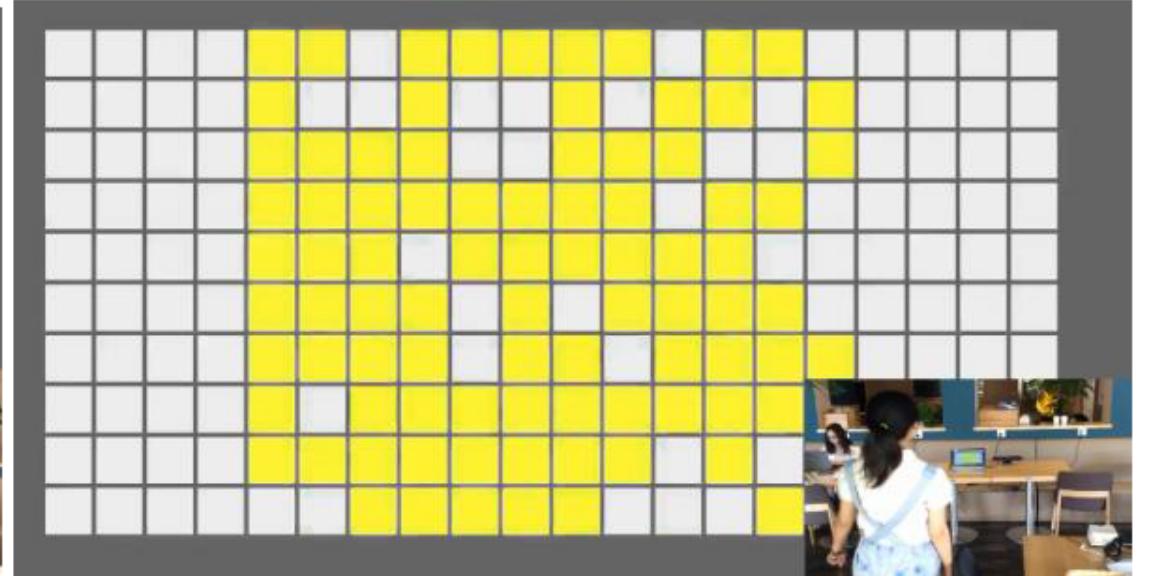
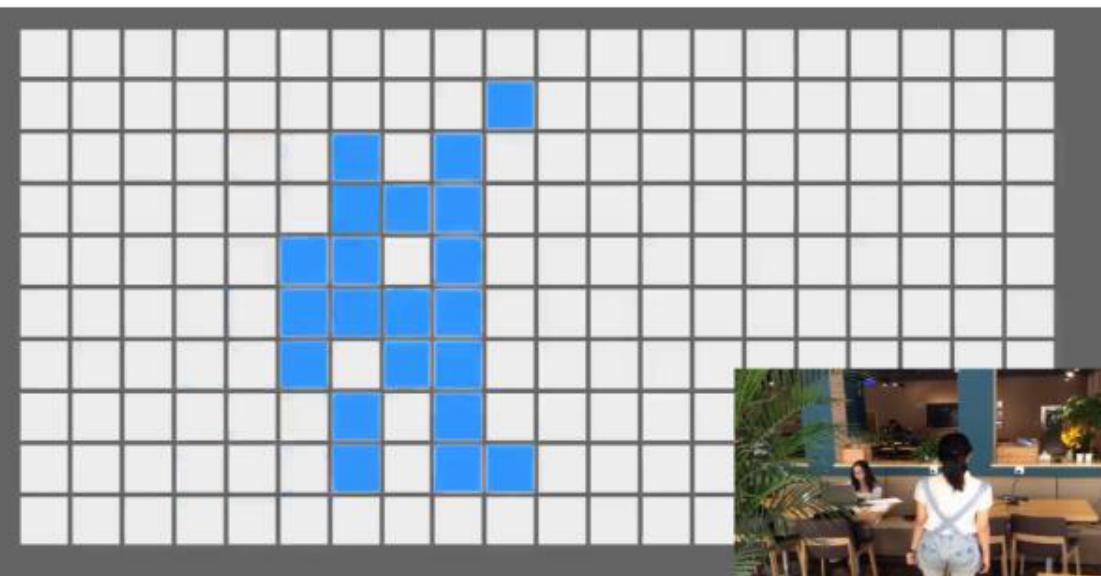
The webpage could also reply to specific human figures or gestures.

This project is a new step towards Human-Computer Interaction. Though I only designed a model for emotion expressed, it could be used for game players to expand Kinect to HTML.



Initial Page

Real Effects

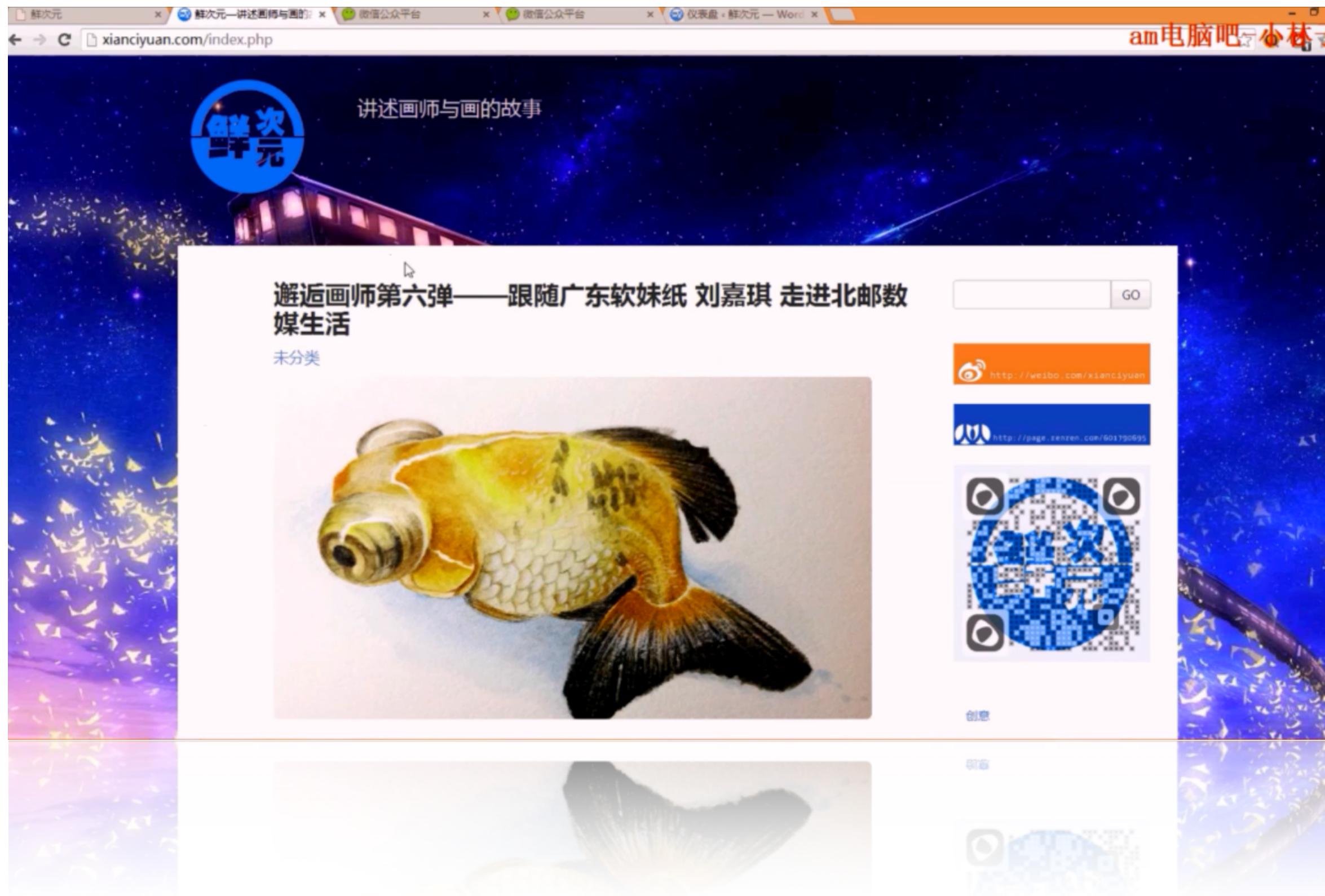


/Xianciyuan Front-end & UX Design

Establish a website using WordPress and website design

For student illustrators' blog, express and communication, update everyday

<http://xianciyuan.com> (Not applicable now)



The screenshot shows a web browser window with the title "Welcome to Curry System". The URL bar displays "localhost/curry/test.php". The page content is a personalized blog system titled "Curry System". The header includes a logo of two stylized figures, a "Home" link (underlined), "Register", and "Login" links. Below the header is a photograph of a desk setup featuring a perfume bottle, a small figurine, and a toy tank. The main title "Curry System" is displayed prominently, followed by the Japanese text "一般変態の初心者。". A message "Hey, welcome to my system. \(\circ\wedge\wedge\)" is shown with a smiling face emoji. Below it, text reads "Wanna know what you can do in this system? You can do anything here!!". A large button at the bottom says "Click here to Log in =w=". Two cartoon characters, a boy and a girl, are standing on either side of the button. At the bottom, there is a footer message: "Feel free to Contact me, or follow me on renren or facebook."

Welcome to Curry System

localhost/curry/test.php

咖喱

Home Register Login

Curry System

一般変態の初心者。

Hey, welcome to my system. \(\circ\wedge\wedge\)

Wanna know what you can do in this system?
You can do anything here!!

Click here to Log in =w=

Contact me, or follow me on renren or facebook.



/Bulletin Board Design 2011

Using Media Player of WALKMAN™ elements to emphasise the technology feeling for Maple Leaf Contest of Singing.



/Bulletin Board Design 2012

The dooms day didn't arrive in 2012, only singing will accompany us till the world ends.



/Posters

Design for Beijing University of Posts and Telecommunications

Managing Your Privacy on the Web via Negotiation

Shuaipeng Cao, Abhishek Garai, Jialin Xu, Danny Fernandes
Person-centric Solutions Research Lab, Graduate School of Applied Informatics

Android App Permissions and Privacy Risks

Jingbang Liu, Mayank Saha, Jialin Xu, Danny Fernandes
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Lessons From Data Breach Reporting

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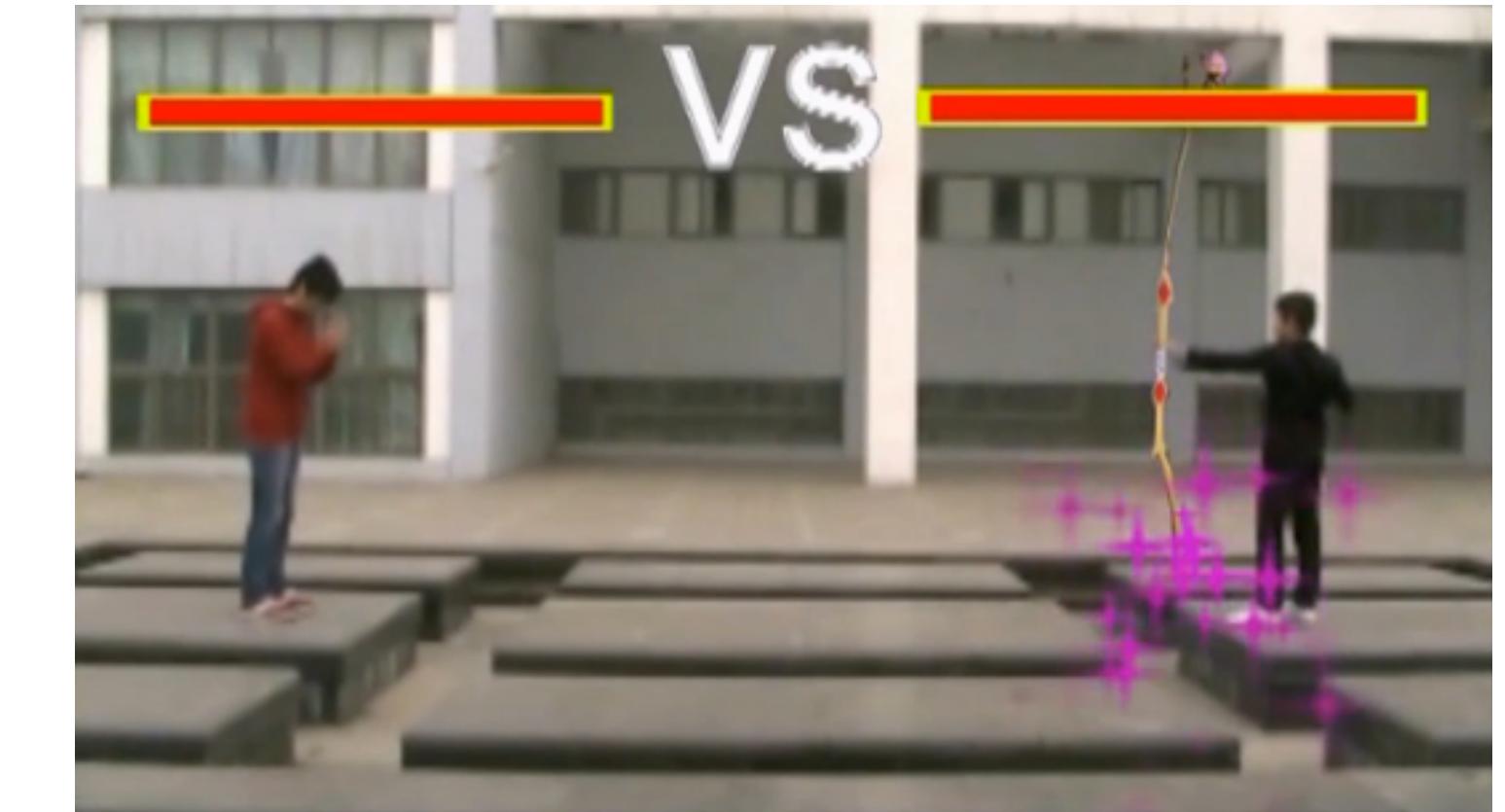
Lessons From Data Breach Reporting

Shaokang Sun, Qiuge Zhang, Jialin Xu, Danny Fernandes
Person-centric Solutions Research Lab, Graduate School of Applied Informatics

Conference Posters
Design for University of Hyogo



/Micro Film shot at Beijing University of Posts and Telecommunications shot as a freshman

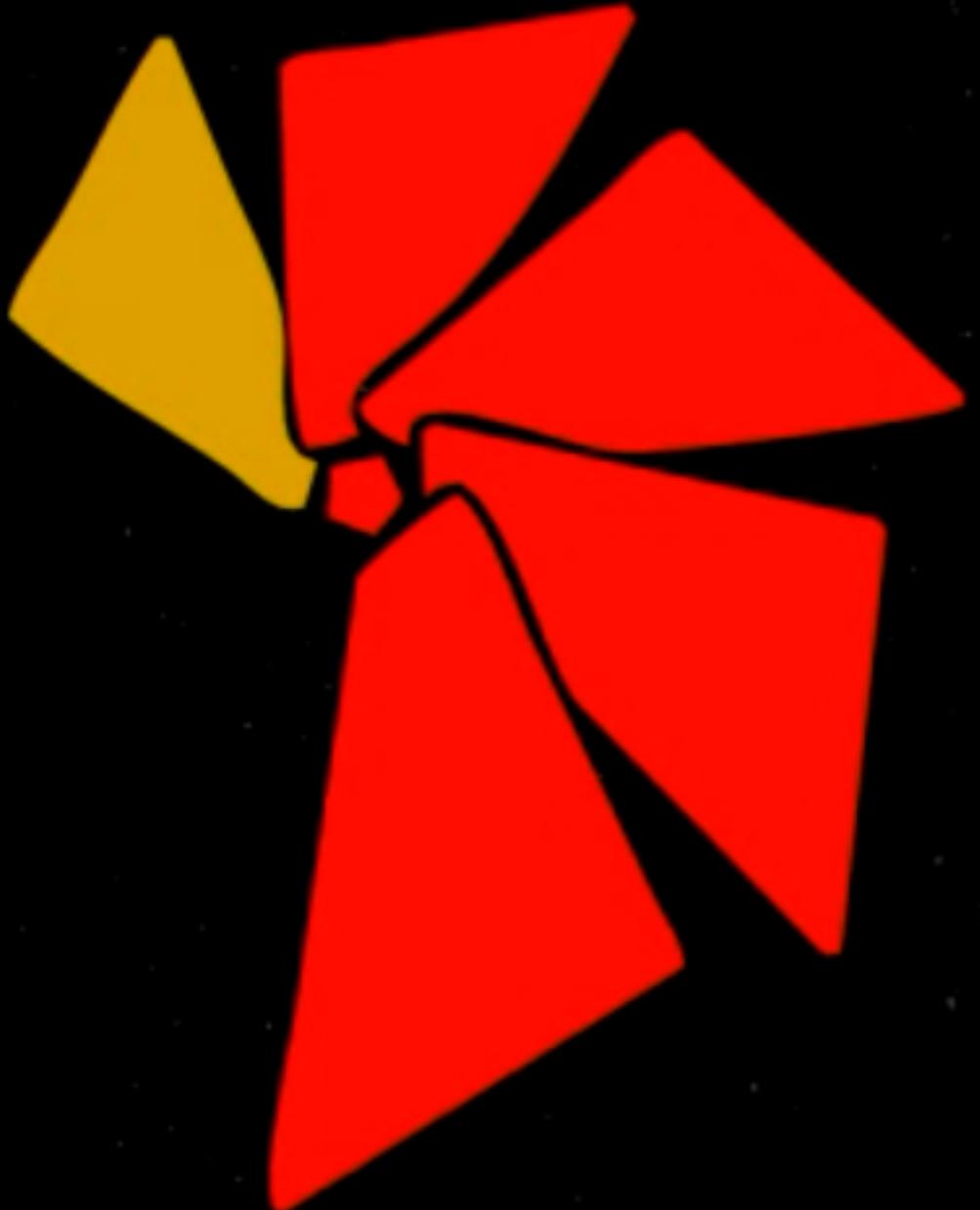


Using spare time, I, together with my classmates, composed, directed and shot this micro film. This is a comedy, whose theme is to change the "nerd" into "normal people". However, "normal" means a low GPA, a bad habits of living and addict to games. During the process of change, both "nerd" and "normal" had realised that they need to change. In the last scene, I designed a fight scene(just as the last picture in this page) using Arcade Fighting Game elements and put principle in math and science as their skills name. Though they seem to fight, they were actually using their intelligence and knowledge they've learnt at class.

Thanks to 高梨康治's 撃破 as the final fight BGM and 鹿目まどか's bow.

[Click here to review the video.](#)

>FINDING SYSTEM **DONE!**
>WHAT CAN I DO FOR YOU?
>Where are the **maple stars**?
>FINDING...



*Click here to play!

/Maple Star Opening Video

Using Google Earth Style elements as an opening to show the contestants' VCR later.



/Memories at Students Union Made by me with my companions

When my Students Union life came to an end, I, together with my companions of my department, Science Department, shot a video to memory our days at Students Union. During my undergraduate years, my department made huge quantities of videos for various of activities. This is a very important video for me, because it reminds me that wherever I am and whatever I am doing, my companions will always be there.

Days spent with you are always shining.
Thank you.



Happy New Year and Christmas Day!



To all of u in BUPT sice.

Best wishes for the coming year!

MERRY X'MAS!&NEW YEAR~

The brochure is divided into three panels:

- Top Panel:** Features the University of Hyogo logo and the text "Graduate School Applied Information".
- Middle Left Panel:** Contains the address: "Graduate School of Applied Informatics, University of Hyogo, Computational Science Building, 7-1-28 Minatojima-minamimachi, Chuo-ku, Kobe, Hyogo, 650-0047, JAPAN".
- Middle Right Panel:** Shows a photograph of a modern, multi-story building.
- Bottom Panel:** Includes contact information: "For more information: <https://sites.google.com/site/pcicts/>", "Contact us: Tel: +81-78-303-1901 Email: gsai@u-hyogo.ac.jp". It also features a quote by Albert Einstein: "Concern for man and his fate must always form the chief interest of all technical endeavors." - Albert Einstein.

<https://sites.google.com/site/pcicts/>

The Person-centric Solutions Research Lab was established in April 2011 and 5 students have graduated and are working in ICT industries in Japan and abroad. In addition it has supervised over 23 Masters Thesis and Projects at Carnegie Mellon University (USA) and University of Nairobi (Kenya).

Our research efforts are driven by a unique perspective on the overall mission of the GSAI. The unique perspective we bring to bear in seeking solutions to problems our research areas is reflected in the very name of the Lab:

Person-centric: Our ICT based solutions are driven by a particular world-view of who the person (the user of ICTs) in society is and what that person aspires to. Our research philosophy springs from Einstein's insights on the relationship between man and technology.

Solutions: We focus our research activities on real-world, practical problems people face, problems that can be solved or at least alleviated to some extent by the judicious and innovative use of ICT systems such as Internet tools and technologies and mobile communication technologies and systems.

What do we focus on?
We focus on research issues and problems that lie at the intersection of Information & Communication Technologies (ICTs) and society.

What's our major area?
Our major areas of applied research include Information Privacy in the era of Big Data, Economics of Information Privacy & Security, Deployment and Adoption of Telecommunications Services and, Technology Acceptance & Adoption.

What's our methodological toolbox?
The methodological toolbox we use to analyze problems vary and include Economic analysis, Statistics, Technology Acceptance Modeling and Machine Learning techniques, among others.

/Other Design

/Logo Design for Maple Star





/Bookmark Design using Win8 elements

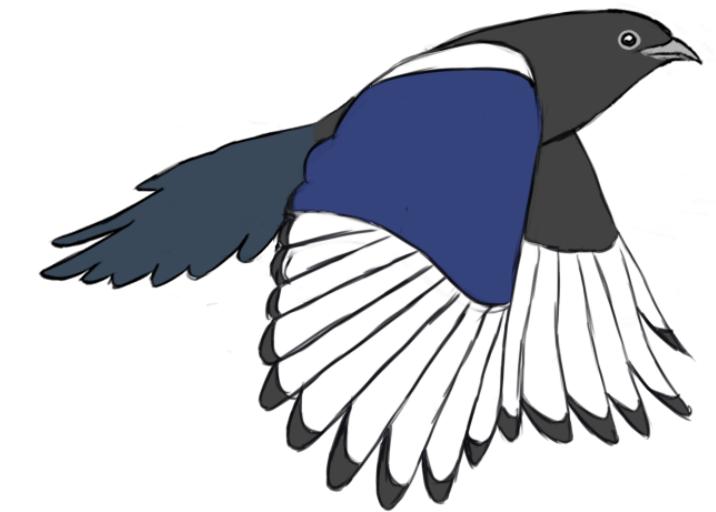
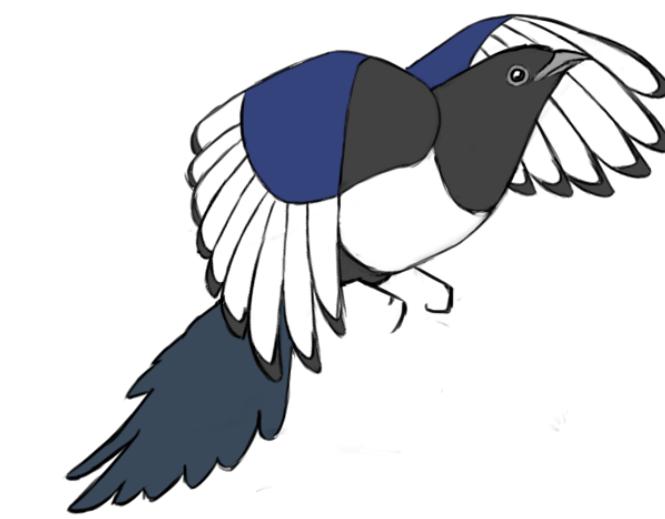
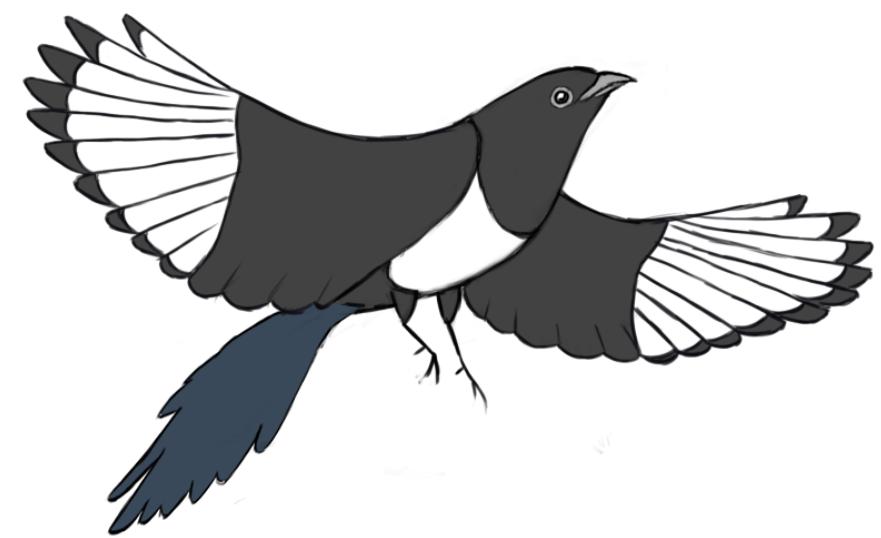
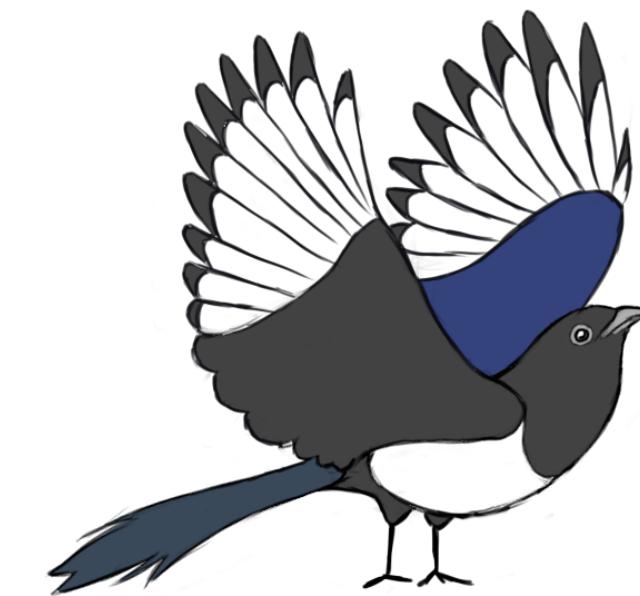
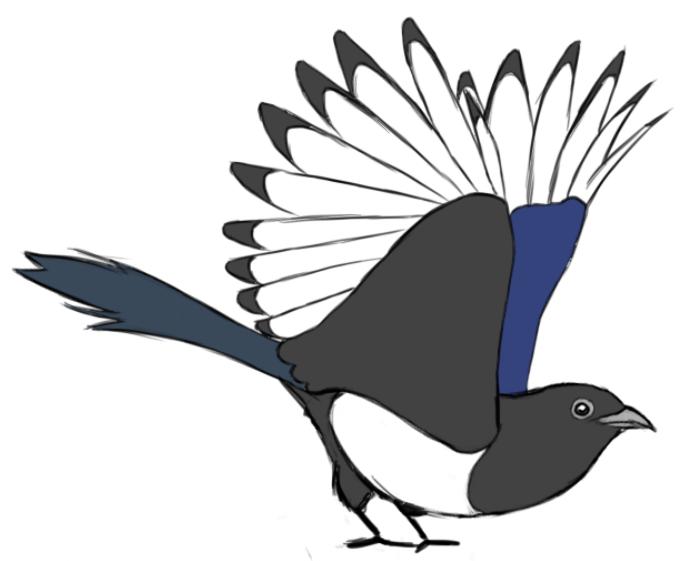
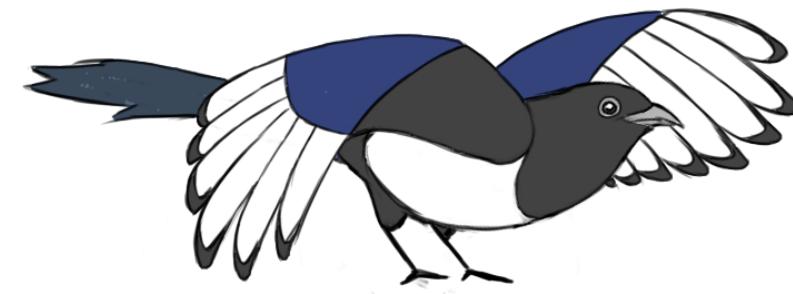
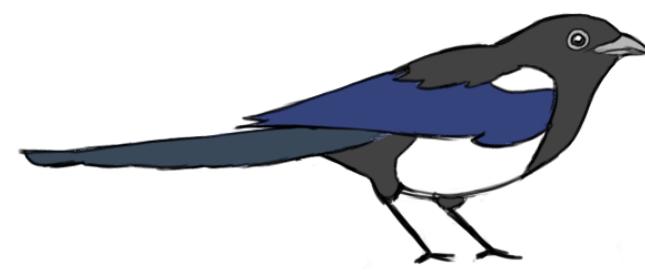


/Button Design using magpie

/iOS UI Design for Calendar and Reminders



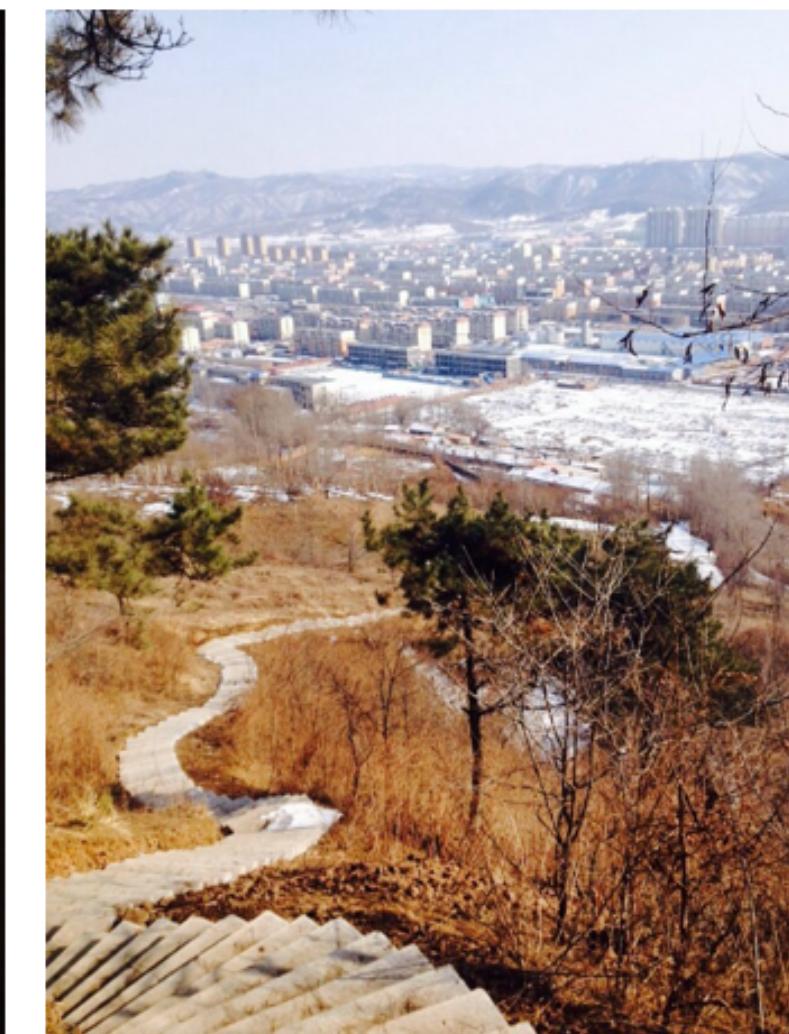
/Other Design



/Magpie Flash Design
Magpie Motion



/2014 ~ /2015 (๑•̀๑)



A CS/EE student at BUPT.

Aiming to work on HCI.

Focusing on game coding & designing.

ACG fan. MUG fan. Game Mania.

Enjoying tablet life with my Kindle,
Sony PC and iPhone 4s.

Life sucks. However, I still love it.

Portfolio site: <http://curryx.github.io/>

Thanks for your time on my portfolio.



新年大吉

Happy New Year

あけまして、おめでとうございます

sakura8mery@gmail.com



/2015 The end