

EDUCATION

The University of Melbourne <i>PhD in Human-Computer Interaction</i>	Melbourne, Australia Ongoing
The University of Melbourne <i>Master of Information Technology</i>	Melbourne, Australia 2016
Nanchang University <i>Bachelor of Applied Science (Digital Media Technology)</i>	Nanchang, China 2014

ACADEMIC WORK EXPERIENCE

School of Computing and Information Systems The University of Melbourne <i>Academic Tutor (Graphics and Interaction)</i>	Melbourne, Australia Jul, 2021 – Nov, 2021
Faculty of Architecture, Building and Planning The University of Melbourne <i>Academic Teaching (Workshop for Architectural Association Visiting School)</i>	Melbourne, Australia Jul, 2021 – Jul, 2021
School of Computing and Information Systems The University of Melbourne <i>Academic Tutor (Designing Novel Interactions)</i>	Melbourne, Australia Feb, 2020 – Jun, 2020
School of Computing and Information Systems The University of Melbourne <i>Research Assistant</i>	Melbourne, Australia Feb, 2018 – Dec, 2018

ADMIN ROLES

Computing and Information Systems Graduate Research Students The University of Melbourne <i>President</i>	Melbourne, Australia Jun, 2021 – Present
Computing and Information Systems Graduate Research Students The University of Melbourne <i>Communication Officer</i>	Melbourne, Australia Jun, 2020 – Jun, 2021
Human-Computer Interaction Group The University of Melbourne <i>HCI Research Seminar Coordinator</i>	Melbourne, Australia May, 2019 – Aug, 2020

AWARD AND RECOGNITION

Honorable Mention Award <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i>	CHI 2021
Melbourne InnovatEd Showcase <i>Invited to present SpinalLog 2 for a Melbourne InnovaEd Showcase video (LINK)</i>	Melbourne InnovatEd 2020
Best Paper nomination <i>Fully-occluded target selection in virtual reality</i>	ISMAR 2020
Honorable Mention Award <i>GazeGrip: improving mobile device accessibility with gaze & grip interaction</i>	OzCHI 2017

GRANT

Learning and Teaching Initiatives Grants (\$29,656 AUD)	2021
The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings	
Melbourne InnovatEd (\$20,000 AUD)	2019
SpinalLog 2: maximising portability and scalability for tangible physiotherapy LTA device	

ART PROJECT

Stelarc Swarm Commission	2021
Collaboration with artist Stelarc to create a tensegrity installation that responds to human movement for the Science Gallery Melbourne.	
Collision Commission	2020
Collaboration with artist Robin Fox to create a major new high-tech art commission for the opening of the Science Gallery Melbourne.	

STUDENT SUPERVISION

Borui Liao (MSc, co-supervisor)	Jan, 2021 – Dec, 2021 (Graduated)
Sibo Ma (MIT, co-supervisor)	Jun, 2019 – Dec, 2019 (Graduated)

PAPER REVIEWING

CHI, IMWUT, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, OzCHI

CONFERENCE VOLUNTEERING

Subcommittee Chair Assistant (User Experience)	CHI 2022
Student Volunteer (Paper session support and LBW session chairing)	CHI 2021
Student Volunteer (Paper session support)	OzCHI 2020