

## ACADEMIC WORK EXPERIENCE

**School of Computing and Information Systems**  
**The University of Melbourne**  
*Research Fellow*

Melbourne, Australia  
Jun, 2022 – Present

## EDUCATION

**The University of Melbourne**  
*PhD of Engineering (Human-Computer Interaction)*

Melbourne, Australia  
Apr, 2019 – Present

**The University of Melbourne**  
*Master of Information Technology*

Melbourne, Australia  
2016

**Nanchang University**  
*Bachelor of Applied Science (Digital Media Technology)*

Nanchang, China  
2014

## SELECT RESEARCH PROJECTS

**Reflected Reality: Augmented Reality through the Mirror**

Under Review

Designed and engineered *Reflected Reality*: an augmented reality prototype interface that expands the augmented space across a smart mirror, to enable novel interactions blending the physical space and its reflection.

**Here and Now: Creating Improvisational Dance Movements with a Mixed Reality Mirror**

CHI 2023

Motivated by the prevalence of mirrors in dance studios and inspired by Forsythe's Improvisation Technologies, we conducted workshops with 13 dancers and choreographers to highlight how the MR mirror enriches dancers' temporal and spatial perception, creates multi-layered presence, and affords appropriation by dancers.

**Movement Guidance using a Mixed Reality Mirror**

DIS 2022

Built and evaluated a movement training system featuring a mixed reality mirror and a humanoid virtual instructor avatar.

## TECHNICAL SKILLS

**Programming Languages and Platforms:**  
**Development Kits:**  
**Other:**

Unity, C#, Python, Java, Processing, Arduino  
MRTK, Kinect SDK, OpenCV  
Fusion 360, 3D Printing, Photoshop, Illustrator, FCPX

## TEACHING EXPERIENCE

**School of Computing and Information Systems**  
**The University of Melbourne**  
*Guest Lecturer (Media Computation, Designing Novel Interactions)*  
*Academic Tutor (Designing Novel Interactions)*  
*Academic Tutor (Graphics and Interaction)*

Melbourne, Australia  
May, 2022  
Feb, 2020 – Present  
Jul, 2021 – Nov, 2021

**Faculty of Architecture, Building and Planning**  
**The University of Melbourne**  
*ABP Studio Teaching (Workshop for Architectural Association Visiting School)*

Melbourne, Australia  
Jul, 2021 – Jul, 2021

## ADMIN ROLES

**Computing and Information Systems Graduate Research Students**  
**The University of Melbourne**  
*President*

Melbourne, Australia  
Jun, 2021 – Jun, 2022

**Computing and Information Systems Graduate Research Students**

The University of Melbourne  
Communication Officer

Melbourne, Australia  
Jun, 2020 – Jun, 2021

Human-Computer Interaction Group  
The University of Melbourne  
HCI Research Seminar Coordinator

Melbourne, Australia  
May, 2019 – Aug, 2020

## AWARD AND RECOGNITION

Melbourne Teaching Certificate  
The University of Melbourne

The University of Melbourne

Graduate Research Student of the Year Runner Up Award (Shortlist of 3)  
Faculty of Engineering and Information Technology at The University of Melbourne

FEIT Community Awards

Best Paper Honorable Mention Award  
Dance and Choreography in HCI: A Two-Decade Retrospective

CHI 2021

Melbourne InnovatEd Showcase  
Invited Presentation for Melbourne InnovatEd Showcase ([LINK](#))

Melbourne InnovatEd 2020

Best Paper Nomination  
Fully-occluded target selection in virtual reality

ISMAR 2020

Best Paper Honorable Mention Award  
GazeGrip: improving mobile device accessibility with gaze and grip interaction

OzCHI 2017

## GRANTS

Learning and Teaching Initiatives Grants (\$29,656 AUD)  
The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings

2021

Melbourne InnovatEd (\$20,000 AUD)  
SpinalLog 2: maximising portability and scalability for a 3D-printed tangible physiotherapy LTA device

2019

## STUDENT SUPERVISION

<b>Kexin Chen</b> (BSc, The University of Melbourne)	Feb, 2023 – Present
<b>Jean Paul Vera Soto</b> (MIT, The University of Melbourne)	Nov, 2022 – Present
<b>Marvin Bai</b> (MC-SOFTENG, The University of Melbourne)	Nov, 2022 – Present
<b>Geye Guo</b> (MSc, The University of Melbourne)	Jul, 2022 – Present
<b>Tsz Kin Leung</b> (MIT, The University of Melbourne)	Jul, 2022 – Present
<b>Tianchen Zheng</b> (MIT, The University of Melbourne)	Jul, 2022 – Nov, 2022 (Graduated)
<b>Zhaozhao Yang</b> (MIT, The University of Melbourne)	Jul, 2022 – Nov, 2022 (Graduated)
<b>Qiaoduo Lin</b> (MIT, The University of Melbourne)	Jul, 2022 – Nov, 2022 (Graduated)
<b>Beier Li</b> (MIT, The University of Melbourne)	Jul, 2022 – Nov, 2022 (Graduated)
<b>Louise Grebel</b> (Research Intern, The University of Paris-Saclay)	Apr, 2022 – Jun, 2022
<b>Borui Liao</b> (MSc, The University of Melbourne)	Jan, 2021 – Dec, 2021 (Graduated)
<b>Sibo Ma</b> (MIT, The University of Melbourne)	Jun, 2019 – Dec, 2019 (Graduated)

## ACADEMIC SERVICE

<b>Associate Chair</b> (Late-Breaking Work)	CHI 2022
<b>Subcommittee Chair Assistant</b> (User Experience)	CHI 2022
<b>Student Volunteer</b> (Paper session support & LBW session chairing)	CHI 2021
<b>Student Volunteer</b> (Paper session support)	OzCHI 2020
<b>External Reviewer</b>	2019 – Present
CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.	

## ART

**Biometric Music** City of Melbourne  
Collaboration with artist Mindy Meng Wang to create an audiovisual experience that challenges people's perception of artificial intelligence, through music and a mixed reality mirror.

**PUBLICATION**

- Here and Now: Creating Improvisational Dance Movements with a Mixed Reality Mirror** CHI 2023  
*Qiushi Zhou, Louise Grebel, Andrew Irlitti, Julie Ann Minaai, Jorge Goncalves, Eduardo Velloso*
- Volumetric Mixed Reality Telepresence for Real-time Cross Modality Collaboration** CHI 2023  
*Andrew Irlitti, Mesut Latifoglu, Qiushi Zhou, Martin Reinoso, Thuong Hoang, Eduardo Velloso, Frank Vetere*
- Blending On-Body and Mid-Air Interaction in Virtual Reality** ISMAR 2022  
*Difeng Yu, Qiushi Zhou, Tilman Dingler, Eduardo Velloso, Jorge Goncalves*
- Movement Guidance using a Mixed Reality Mirror** DIS 2022  
*Qiushi Zhou, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso*
- Dance and Choreography in HCI: A Two-Decade Retrospective** CHI 2021  
*Qiushi Zhou, Chengcheng Chua, Jarrod Knibbe, Jorge Goncalves, Eduardo Velloso*
- Eyes-free Target Acquisition During Walking in Immersive Mixed Reality** IEEE TVCG  
*Qiushi Zhou, Difeng Yu, Martin Reinoso, Joshua Newn, Jorge Goncalves, Eduardo Velloso*
- Fully-Occluded Target Selection in Virtual Reality** IEEE TVCG  
*Difeng Yu, Qiushi Zhou, Joshua Newn, Tilman Dingler, Jorge Goncalves, Eduardo Velloso*
- Faces of Focus: A Study on the Facial Cues of Attentional States** CHI 2020  
*Ebrahim Babaei, Namrata Srivastava, Joshua Newn, Qiushi Zhou, Tilman Dingler, Eduardo Velloso*
- Engaging Participants during Selection Studies in Virtual Reality** IEEE VR 2020  
*Difeng Yu, Qiushi Zhou, Benjamin Tag, Tilman Dingler, Eduardo Velloso*
- Ubiquitous Smart Eyewear Interactions using Implicit Sensing and Unobtrusive Output** IMWUT 2019  
*Qiushi Zhou, Joshua Newn, Benjamin Tag, Hao-Ping Lee, Chaofan Wang, Eduardo Velloso*
- Cognitive Aid: Task Assistance Based On Mental Workload Estimation** CHI 2019  
*Qiushi Zhou, Joshua Newn, Namrata Srivastava, Tilman Dingler, Jorge Goncalves, Eduardo Velloso*
- GazeGrip: Improving Mobile Device Accessibility with Gaze & Grip Interaction** OzCHI 2017  
*Qiushi Zhou, Eduardo Velloso*