

## EDUCATION

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

## ACADEMIC WORK EXPERIENCE

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

## ADMIN ROLES

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

## AWARD AND RECOGNITION

Honorable Mention Award	CHI 2021
Best Paper nomination	ISMAR 2020
Honorable Mention Award	OzCHI 2017

## GRANT

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

## 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 – Present

**Sibo Ma** (MIT, co-supervisor)

(Graduated) Jun, 2019 – Dec, 2019

## PAPER REVIEWING

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

## CONFERENCE VOLUNTEERING

CHI 2021, OzCHI 2020