

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 (Designing Novel Interactions)</i> <i>Academic Tutor (Graphics and Interaction)</i>	Melbourne, Australia Feb, 2020 – Present Jul, 2021 – Nov, 2021
Faculty of Architecture, Building and Planning The University of Melbourne <i>ABP Studio 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>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

GRANTS

Learning and Teaching Initiatives Grants (\$29,656 AUD) The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings	2021
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Melbourne InnovatEd (\$20,000 AUD)

2019

SpinalLog 2: maximising portability and scalability for a 3D-printed tangible physiotherapy LTA device

STUDENT SUPERVISION

Borui Liao (MSc, co-supervisor)

Jan, 2021 – Dec, 2021 (Graduated)

Sibo Ma (MIT, co-supervisor)

Jun, 2019 – Dec, 2019 (Graduated)

ACADEMIC SERVICE

Associate Chair (Late-Breaking Work)

CHI 2022

Subcommittee Chair Assistant (User Experience)

CHI 2022

Student Volunteer (Paper session support & LBW session chairing)

CHI 2021

Student Volunteer (Paper session support)

OzCHI 2020

External Reviewer

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

ART PROJECT

Stelarc Swarm Commission

2021

Collaboration with artist Stelarc to create an installation that responds to human movement for Science Gallery Melbourne.

Collision Commission

2020

Collaboration with artist Robin Fox to create a major new high-tech art commission for Science Gallery Melbourne.