

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

WORK EXPERIENCE

School of Computing and Information Systems The University of Melbourne <i>Academic Tutor (Graphics and Interaction)</i>	Melbourne, Australia Jul, 2021 – Present
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>Communication Officer</i>	Melbourne, Australia Jun, 2020 – Present
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	CHI 2021
Best Paper nomination	ISMAR 2020
Honorable Mention Award	OzCHI 2017

GRANT

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 tangible physiotherapy LTA device	2019

ART PROJECT

Stelarc Swarm Commission	2021
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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.

PAPER REVIEWING

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

CONFERENCE VOLUNTEERING

CHI 2021

OzCHI 2020