

## 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 Looking Glass** 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.

**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.

**Eyes-free Target Acquisition During Walking in Immersive Mixed Reality** IEEE TVCG  
Conducted experiment to investigate the effects of spatial reference frame, walking path curvature, and target placement relative to the body on user performance of manually acquiring out-of-sight targets located around their bodies, as they walk in a spatial-mapping mixed reality environment wearing a virtual reality headset.

## TECHNICAL SKILLS

**Programming Languages and Platforms:** Unity, C#, Python, Java, Processing, Arduino  
**Development Kits:** MRTK, Kinect SDK, OpenCV  
**Other:** 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

Geye Guo (MSc, The University of Melbourne)  
Tsz Kin Leung (MIT, The University of Melbourne)  
Tianchen Zheng (MIT, The University of Melbourne)  
Zhaozhao Yang (MIT, The University of Melbourne)  
Qiaoduo Lin (MIT, The University of Melbourne)  
Beier Li (MIT, The University of Melbourne)  
Louise Grebel (Research Intern, The University of Paris-Saclay)  
Borui Liao (MSc, The University of Melbourne)  
Sibo Ma (MIT, The University of Melbourne)

Jul, 2022 – Present  
Jul, 2022 – Present  
Jul, 2022 – Present  
Jul, 2022 – Present  
Jul, 2022 – Present  
Jul, 2022 – Present  
Apr, 2022 – Jun, 2022  
Jan, 2021 – Dec, 2021 (Graduated)  
Jun, 2019 – Dec, 2019 (Graduated)

## ACADEMIC SERVICE

Associate Chair (Late-Breaking Work)  
Subcommittee Chair Assistant (User Experience)  
Student Volunteer (Paper session support & LBW session chairing)  
Student Volunteer (Paper session support)  
External Reviewer  
CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.

CHI 2022  
CHI 2022  
CHI 2021  
OzCHI 2020  
2019 – Present

## ART

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

Science Gallery Melbourne 2022

## PUBLICATION

Movement Guidance using a Mixed Reality Mirror  
Qiushi Zhou, Andrew Irlitti, Difeng Yu, Jorge Goncalves, Eduardo Velloso

DIS 2022

- 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 Information 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*