

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 – Present
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

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)	2021
The Portable Spinal Log 2: Application and Evaluation in Physiotherapy Teaching Settings	
Melbourne InnovatEd (\$20,000 AUD)	2019
SpinalLog 2: maximising portability and scalability for tangible physiotherapy LTA device	

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.	

PAPER REVIEWING

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

CONFERENCE VOLUNTEERING

CHI 2021
OzCHI 2020