

## 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>Guest Lecturer (Media Computation, Designing Novel Interactions)</i> <i>Academic Tutor (Designing Novel Interactions)</i> <i>Academic Tutor (Graphics and Interaction)</i>	Melbourne, Australia May, 2022 Feb, 2020 – Present Jul, 2021 – Nov, 2021
<b>Faculty of Architecture, Building and Planning</b> <b>The University of Melbourne</b> <i>ABP Studio 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>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

<b>Graduate Research Student of the Year Award (Shortlist)</b> <i>Faculty of Engineering and Information Technology at The University of Melbourne</i>	FEIT Community Awards
<b>Best Paper Honorable Mention Award</b> <i>Dance and Choreography in HCI: A Two-Decade Retrospective</i>	CHI 2021
<b>Melbourne InnovatEd Showcase</b> <i>Invited to present SpinalLog 2 for a Melbourne InnovaEd Showcase video (<a href="#">LINK</a>)</i>	Melbourne InnovatEd 2020
<b>Best Paper Nomination</b> <i>Fully-occluded target selection in virtual reality</i>	ISMAR 2020
<b>Best Paper Honorable Mention Award</b> <i>GazeGrip: improving mobile device accessibility with gaze &amp; grip interaction</i>	OzCHI 2017

## GRANTS

**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 a 3D-printed tangible physiotherapy LTA device

### STUDENT SUPERVISION

<b>Louise Grebel</b> (Research Internship)	Apr, 2022 – Present
<b>Borui Liao</b> (MSc, co-supervisor)	Jan, 2021 – Dec, 2021 (Graduated)
<b>Sibo Ma</b> (MIT, co-supervisor)	Jun, 2019 – Dec, 2019 (Graduated)

### ACADEMIC SERVICE

<b>Associate Chair</b> (Late-Breaking Work)	CHI 2022
<b>Subcommittee Chair Assistant</b> (User Experience)	CHI 2022
<b>Student Volunteer</b> (Paper session support & LBW session chairing)	CHI 2021
<b>Student Volunteer</b> (Paper session support)	OzCHI 2020
<b>External Reviewer</b>	2019 – Present

CHI, IMWUT, UIST, ISMAR, IEEE VR, DIS, TEI, VRST, SUI, ISS, MobileHCI, OzCHI.

### ART PROJECT

**Stelarc Swarm Commission** 2021  
Collaboration with artist Stelarc to create an installation that responds to human movement for Science Gallery Melbourne.