

Haikun Huang

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BIO

My research interests include AR/VR/MR, computational design, graphics, HCI, and vision, particularly on the applications of artificial intelligence techniques for creating novel 3D content creation tools and virtual experiences. My research has been published in IEEE VR and ACM CHI; and was recognized with a Best Paper Honorable Mention Award at CHI 2019. I frequently serve as a reviewer for IEEE VR and CASA. I also have years of experience working in the game industry and serving as a columnist for popular game development forums in China such as Manew and Taikr.

RESEARCH INTERESTS

XR, computational design, graphics, HCI, and vision, particularly on the applications of artificial intelligence techniques for creating novel 3D content creation tools and virtual experiences.

EDUCATION

Ph.D., Computer Science , Uni of Mass Boston	2016-2020
Bachelor, Computer Science , Uni of Mass Boston	2012-2016
Bachelor, E-Commerce , South China University of Technology	2006-2008
Application Development , South China Institute of Software Engineering GZU	2003-2006

WORKING/TRAINING EXPERIENCE

Research/Teaching Assist , Uni of Mass Boston.	2017-2020
2D,3D Game Programming. , The Beijing Gamfe Tech co.,LTD.	2009-2011
Data Analysis Engineer , Guangzhou Kingpoint CO.,LTD.	2008-2009

AWARDS AND HONORS

Best Paper Honorable Mention Award (CHI 2019)	2019
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PROFESSIONAL ACTIVITIES

Co-Organizer, *1st Workshop on 3D Content Creation for Simulated Training in Extended Reality (TrainingXR)*, IEEE VR 2020
Reviewer, *ERGON 2020, JOVE 2020, IEEE Game CHI 2020, IEEE VR Conference Papers 2020, CHI Paper 2020, CASA 2019*
Technical Program Committees, *ACHI 2020*

SELECTED PUBLICATIONS

10+ publications in top-tier computer graphics, vision, human-computer interaction conferences and journals (e.g., CHI, IEEE VR, TVCG, ICRA, SIGGRAPH Asia, Technol Heal Care, Medicine and Science in Sports and Exercise)