

SenZhang

Telephone:+86 18154016962| Email: Sen.Zhang22@student.xjtlu.edu.cn| Gender: male

Educational background

Xi'an Jiaotong-Liverpool University, Suzhou, China

09/2022 - Present

BSc Information and Computing Science, First Class (Honors expected), GPA: 3.75

- Module include: Computer Graphics, Human-Centric Computing, Artificial Intelligence, Principles of Computer Games Design, Database, OO Programming, Data Structures, Algorithm, Bio-Computation, Machine Learning, Big Data Analytics, Operating Systems, Network.

Practical experience

- China Undergraduate Mathematical Contest in Modeling: Third prize in Jiangsu Division of Undergraduate Group (2023)
- University Academic Achievement Award (2024)
- Published technical articles on CSDN (the largest Chinese developer community with over 48 million registered members, covering 95% of Chinese-speaking developers worldwide), achieving about 700,000 views and a site-wide ranking of 11,000. (2025)

Skills/Hobbits

- Programming Languages: Java, JavaScript, Python, C#, C++/C, SQL, Swift
- Tools: Unity, Blender, Latex, Notion, Git
- Games: Be familiar with nearly all kinds of games(RPG, FTG, RTS, FPS, MOBA, Sandbox, Simulation, etc)

Research Experience

Research Assistant

Project: A Corpus Study of Communication in Online University Courses form Different Disciplines , Xi'an Jiaotong-Liverpool University, Suzhou, China

07/2023 – 04/2024

- Advisor: Airong Wang
- Responsibility: Data processing

Research Assistant

X-CHI Lab, Xi'an Jiaotong-Liverpool University, Suzhou, China

07/2024 – 09/2024

- Advisor: Hai-Ning Liang
- Responsibility: Developer & Experiment Administrator
- Related Publication:
 1. Yushi Wei, **Sen Zhang**, Rongkai Shi, Huawei Tu, Jin Huang, Pan Hui, and Hai-Ning Liang (2025),"D-Model: Understanding the Effect of Expected Delays in Moving Target Selection in VR" International Journal of Human-Computer Interaction ([Under Review](#))
 2. Zixuan Guo, Jia Zhang, **Sen Zhang**, Tingjie Wan, Yue Li, BoYu Gao, Xubo Yang, and Hai-Ning Liang (2025),"How Should the Real World Look in VR? Investigating Real vs. Digital Views for Interaction" TVCG ([Under Review](#))

Research Assistant

Spatial Interaction and Immersive Visualization Lab, Xi'an Jiaotong-Liverpool University, Suzhou, China

11/2024 – Present

- Advisor: Lingyun Yu
- Responsibility: Developer & Experiment Administrator & Interaction Designer
- Related Publication:
 1. **SenZhang**, Chengyang Song and Lingyun Yu (2025),"FrameBeats: A prototype that compose the sound effects for input visuals" China-Vis

Research Assistant

Computational Media and Arts Thrust, The Hong Kong University of Science and Technology (Guangzhou) , Guangzhou, China

08/2025 – Present

- Advisor: Hai-Ning Liang
- Responsibility: Developer & Experiment Administrator & Interaction Designer
- Related Publication:
 1. Yushi Wei; Rongkai Shi; **Sen Zhang**; Anil Ufuk Batmaz; Pan Hui; Hai-Ning Liang (2025),"Reevaluating the Gaze Cursor in Virtual Reality: A Comparative Analysis of Cursor Visibility, Confirmation Mechanisms, and Task Paradigms" TVCG
 2. Yushi Wei, **Sen Zhang**, Zeju Zheng, Rongkai Shi, Mingming Fan, and Hai-Ning Liang (2025),"Optimal Raycast Selection Feedback in Virtual Reality for Older Adults: A Design and Analysis Study" TVCG ([Under Review](#))
 3. Yushi Wei, **Sen Zhang**, Rongkai Shi, Simon Fong, Pan Hui, and Hai-Ning Liang "RayFlex: Inducing Weight Perception through Raycast Pseudo-Haptics in Virtual Reality" IEEE VR
 4. Fangtao Zhao, **Sen Zhang**, and Hai-Ning Liang (2025),"Latency Governs Efficiency, Representation Modulates Experience: Detachment Testing of Latency and Effector Representation in VR Teleoperation" IEEE VR ([Under Review](#))
 5. Tingjie Wan, Yunxin Xu, Jia Zhang, **Sen Zhang**, Jianbin Song, Zixuan Guo, Lingyun Yu, Hai-Ning Liang, and BoYu Gao (2025),"Assessing Arrival Orientation Control for Point & Select Teleportation in Complex Virtual Environments" IEEE VR ([Under Review](#))

Work Experience

Student Lecturer

Xi'an Jiaotong-Liverpool University, Suzhou, China

09/2023 – 11/2023

- Courses: Introduction to Apple products, which includes the instructions and background of major Apple products

Card Designer, Programmer, Tester

- Product: KongFu Cards, which gets the first prize in DICE CON 2025.

Project Experience

D-Model: Understanding the Effect of Expected Delays in Moving Target Selection in VR

07/2024 – 08/2024

- Responsibility: Developer & Experiment Administrator
- Details: Investigate how intentionally introduced temporal delays effect the performance and behavior of users when selecting moving targets in virtual reality.

How Should the Real World Look in VR? Investigating Real vs. Digital Views for Interaction

08/2024 – 09/2024

- Responsibility: Developer & Experiment Administrator
- Details: Exploring whether using Passthrough Mode with the same artistic style as the application can enhance user immersion and reduce the discomfort of traditional switching to Passthrough mode.

Optimal Raycast Selection Feedback in Virtual Reality for Older Adults: A Design and Analysis Study

09/2024 – 12/2024

- Responsibility: Designer & Developer & Experiment Administrator
- Details: Propose and evaluate seven feedback techniques, including three uni-modal and four multimodal approaches for selection feedback in virtual reality for older adults.

Reevaluating the Gaze Cursor in Virtual Reality: A Comparative Analysis of Cursor Visibility, Confirmation Mechanisms, and Task Paradigms

12/2024 – 02/2025

- Responsibility: Designer & Developer & Experiment Administrator
- Details: Exploring the influence of cursor design in eye tracking interaction.

FrameBeats: A prototype that compose the sound effects for input visuals

03/2025 – 06/2025

- Responsibility: Designer & Developer & Experiment Administrator
- Details: Propose a prototype that can recognize segments based on video input and generate corresponding sound effects.

RayFlex: Inducing Weight Perception through Raycast Pseudo-Haptics in Virtual Reality

04/2025 – 06/2025

- Responsibility: Designer & Developer & Experiment Administrator
- Details: Design a system to help users perceive the weight of objects in the virtual reality.

Latency Governs Efficiency, Representation Modulates Experience: Detachment Testing of Latency and Effector Representation in VR Teleoperation

06/2025 – 08/2025

- Responsibility: Developer & Experiment Administrator
- Details: Investigate the influence of delay and the effector representation in virtual reality teleoperation.

Assessing Arrival Orientation Control for Point & Select Teleportation in Complex Virtual Environments

07/2025 – 09/2025

- Responsibility: Designer & Developer & Experiment Administrator
- Details: Design a teleportation approach to reduce the dizziness and discomfort caused by the traditional method.

Appendix

1. My CSDN homepage: https://blog.csdn.net/sensen_kiss?spm=1000.2115.3001.5343. All my articles and resources are shown in this page.
2. Some projects can be seen on my GitHub: <https://github.com/SensenHarrison>.
3. The product of our studio can be viewed on Steam: <https://store.steampowered.com/app/3340780/>.