

# SenZhang

Telephone:+86 18154016962| Email: Sen.Zhang22@student.xjtu.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/Hobbies

- 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 from 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

ZeroCastle Game Studio, Shanghai, China

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

09/2024 – Present

## 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](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/>.