

Sen Zhang

202, Unit 1, Building 1, Binjiang Cuizhu Garden, Jinghu District, Wuhu, Anhui, China

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Education

Xi'an Jiaotong-Liverpool University

BSc Information and Computing Science

Suzhou, China

Sep 2022 - Jun 2026

- GPA: 3.75/4.0 (First Class Honours Expected, UK Education System)

Achievements

2025	CSDN 700,000 views and rank of 12,000(More than 95%), (Global Level)	Internet
2025	Overwatch Theme Fan Skin Design Competition rank 39(39/211), (Global Level)	Internet
2024	University Academic Achievement Award, (University Level)	China
2023	China Undergraduate Mathematical Contest in Modeling: Third prize in Jiangsu Province of Undergraduate Group, (Provincial Level)	China

Publications

JOURNAL ARTICLES

- [J1] Reevaluating the Gaze Cursor in Virtual Reality: A Comparative Analysis of Cursor Visibility, Confirmation Mechanisms, and Task Paradigms
Yushi Wei, Rongkai Shi, **Zhang, Sen**, Anil Ufuk Batmaz, Pan Hui, Hai-Ning Liang
IEEE Transactions on Visualization and Computer Graphics pp. 1–13, 2025DOI: 10.1109/TVCG.2025.3622042.
- [J2] Optimal Raycast Selection Feedback in Virtual Reality for Older Adults: A Design and Analysis Study
Yushi Wei, **Zhang, Sen**, Zeju Zheng, Rongkai Shi, Mingming Fan, Hai-Ning Liang
IEEE Transactions on Visualization and Computer Graphics, 2025. (Under Review – Major Revision).
- [J3] How Should the Real World Look in VR? Investigating Real vs. Digital Views for Interaction
Zixuan Guo, Jia Zhang, **Zhang, Sen**, Tingjie Wan, Yue Li, BoYu Gao, Xubo Yang, Hai-Ning Liang
IEEE Transactions on Visualization and Computer Graphics, 2025. (Under Review).
- [J4] Assessing Arrival Orientation Control for Point & Select Teleportation in Complex Virtual Environments
Tingjie Wan, Yunxin Xu, Jia Zhang, **Zhang, Sen**, Jianbin Song, Zixuan Guo, Lingyun Yu, Hai-Ning Liang, BoYu Gao
IEEE Transactions on Visualization and Computer Graphics, 2025. (Under Review).
- [J5] Latency Governs Efficiency, Representation Modulates Experience: Detachment Testing of Latency and Effector Representation in VR Teleoperation
Fangtao Zhao, **Zhang, Sen**, Hai-Ning Liang
IEEE Transactions on Visualization and Computer Graphics, 2025. (Under Review).
- [J6] D-Model: Understanding the Effect of Expected Delays in Moving Target Selection in VR
Yushi Wei, **Zhang, Sen**, Rongkai Shi, Huawei Tu, Jin Huang, Pan Hui, Hai-Ning Liang
International Journal of Human-Computer Interaction, 2025. (Under Review – Minor Revision).

CONFERENCE PROCEEDINGS

- [C1] FrameBeats: A Prototype for Composing Sound Effects for Visual Input
Zhang, Sen, Chengyang Song, Lingyun Yu
Proceedings of the 12th China Visualization and Visual Analytics Conference (ChinaVis 2025), 2025, Hangzhou, China.
- [C2] RayFlex: Inducing Weight Perception through Raycast Pseudo-Haptics in Virtual Reality
Yushi Wei, **Zhang, Sen**, Rongkai Shi, Simon Fong, Pan Hui, Hai-Ning Liang
Proceedings of the 33rd IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR), 2026, Daegu, South Korea (Accepted, to appear).

Research and Work Experience

Research Assistant

FIT-AWE Lab | The Hong Kong University of Science and Technology (Guangzhou)

Guangzhou, China

Aug. 2025 - Present

Supervisor: Prof. Hai-Ning Liang

Responsibility: Developer & Experiment Administrator & Interaction Designer [J1, J2, J4, J5, C2].

Research Assistant

VIIS Lab | Xi'an Jiaotong-Liverpool University

Suzhou, China

Nov. 2024 - Present

Supervisor: Prof. Lingyun Yu

Responsibility: Developer & Experiment Administrator & Interaction Designer [C1, J4].

Card Designer, Programmer, Tester

ZeroCastle Game Studio

Responsibility: Designed and implemented gameplay mechanics for *KungFu Card*, and conducted systematic validation and testing.

Shanghai, China

Sep. 2024 - Present

Research Assistant

X-CHI Lab | Xi'an Jiaotong-Liverpool University

Supervisor: Prof. Hai-Ning Liang

Responsibility: Developer & Experiment Administrator [J3, J6].

Suzhou, China

Jul. 2024 - Sep. 2024

Research Assistant

Principal Language Lecturer | Xi'an Jiaotong-Liverpool University

Supervisor: Prof. Airong Wang

Responsibility: Data processing and corpus annotation for large-scale analysis of online university course communication.

Suzhou, China

Jul. 2023 - Apr. 2024

Student Lecturer

Xi'an Jiaotong-Liverpool University

Responsibility: Delivered instructional sessions for the course *Introduction to Apple Products*, covering the design principles, functionalities, and usage scenarios of major Apple devices.

Suzhou, China

Sep. 2023 - Nov. 2023

Selected Projects

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

Guangzhou , China

FIT-AWE Lab

Apr. 2025 - Jun. 2025

- Design a system called Rayflex to help users feel the weight of objects in the virtual world through visual displacement and dynamic ray deformation.
- Develop the corresponding system and design three related scenarios to evaluate this system, including ideal situation and practical application.

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

Guangzhou , China

FIT-AWE Lab

Dec. 2024 - Feb. 2025

- Design three confirmation methods including air tap, blinding, and dwell based on Fitts' Law to complete the selection task.
- Develop these three methods and two experiment systems including pointing selection task and pursuit task.
- Complete and analyze the experimental results, providing eight cursor design suggestions for selecting and tracking tasks

Skills/Hobbits

Codes: 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.)

Appendix

Portfolio <https://sensenharrison.github.io/>

GitHub <https://github.com/>

CSDN https://blog.csdn.net/sensen_kiss?spm=1000.2115.3001.5343

Game https://store.steampowered.com/app/3340780/_/

References available upon request.