# **Qian Zhu | Curriculum Vitae**

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**EDUCATION**

The Hong Kong University of Science and Technology Hong Kong

**Ph.D.** in Computer Science and Engineering 2024

Advisor: [Xiaojuan Ma](https://www.cse.ust.hk/~mxj/)

University of Chinese Academy of Science (UCAS) Beijing

Institute of Software, Chinese Academy of Sciences (ISCAS)

**M.Sc.** in Computer Science and Software 2020

Shandong University (SDU) Shandong

**B.Eng.** in Digital Media and Technology 2017

**PROFESSIONAL EXPERIENCE**

**Georgia Institute of Technology** (Atlanta, GA, USA)

School of Interactive Computing December 2023 – May 2024

*Visiting Ph.D. Studen*t (Immersive Visualization & Interaction Group)

* Mentored by Dr. [Yalong Yang](https://ivi.cc.gatech.edu/people.html)

**The Hong Kong University of Science and Technology (Guangzhou)** (Guangzhou, China)

Computational Media and Arts January 2023 – September 2023

*Visiting Ph.D. Studen*t (Collaborative Interactive Visualization & Analysis Lab)

* Mentored by Dr. [Wei Zeng](https://zeng-wei.com/)

**Huawei Tech. Investment Co., Ltd.** (Shenzhen, China)

Human-Machine Lab January 2023 – September 2023

*Ph.D. Student Internship*

**Publications**

**Journal Papers**

(The names of the supervisors I worked with are underlined)

1. **Qian Zhu**, Lingping Yuan, Zian Xu , Leni Yang , Meng Xia, Zhuo Wang, Hai-Ning Liang, and Xiaojuan Ma. "From Reader to Experiencer: Design and Evaluation of an Interactive VR Data Story for Promoting the Situation Awareness of Public Health Threats". *International Journal of Human-Computer Studies*, 181, article no 103137, 2024.
2. **Qian Zhu**, Leo Yu-Ho Lo, Meng Xia, Zixin Chen, and Xiaojuan Ma. "Bias-Aware Design for Informed Decisions: Raising Awareness of Self-Selection Bias in User Ratings and Reviews". *Proceedings of the ACM on Human-Computer Interaction 6, CSCW2 (November 2022),* Article 496, 31 pages.
3. Yilin Ye, **Qian Zhu**, Shishi Xiao, Kang Zhang, and Wei Zeng. "[The Contemporary Art of Image Search: Iterative User Intent Expansion via Vision-Language Model](http://127.0.0.1:5500/index.html)". *Proceedings of the ACM on Human-Computer Interaction 6, CSCW1 (November 2024, accept)*.
4. Meng Xia, **Qian Zhu**, Xingbo Wang, Fei Nie, Humin Qu and Xiaojuan Ma. "Persua: A Visual Interactive System to Enhance the Persuasiveness of Arguments in Online Discussion". *Proceedings of the ACM on Human-Computer Interaction. 6, CSCW2,* Article 319 (November 2022), 30 pages.
5. Cuixia Ma, Jiancheng Song, **Qian Zhu**, Kevin Maher, Zeyu Huang, Hong-An Wang. "EmotionMap: Visual Analysis of Video Emotional Content on a Map". *Journal of Computer Science and Technology*, 35, 576-591, 2020.

**Conference Papers**

1. **Qian Zhu**, Zhuo Wang, Wei Zeng, Tong Wai, Weiyue Lin and Xiaojuan Ma. "Make Interaction Situated: Designing User Acceptable Interaction for Situated Visualization in Public Environments". *In Proceedings of the 2024 CHI Conference on Human Factors in Computing Systems (CHI '24)*. Conditionally Accepted.

**Extended Abstracts (Posters) in Conference Proceedings**

1. Weiyue Lin, Ting Li, Liu Liu, and **Qian Zhu**. "[Unfold and Go Touch: A Portable Method for Making Existing Touchscreens Accessible to Blind and Low Vision People in Self-Service Terminals](http://127.0.0.1:5500/index.html)". *In Extended Abstracts of ACM CHI 2023 Conference on Human Factors in Computing Systems. (2023).* article no 302, pp. 1-7.
2. **Qian Zhu**, Shuai Ma and Cuixia Ma. "[Pre-screen: Assisting Material Screening in Early-stage of Video Editing](https://dl.acm.org/doi/10.1145/3332167.3357112)". [*Adjunct Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology*](https://dl.acm.org/doi/proceedings/10.1145/3332167)*,* October 2019, Pages 50–52.
3. **Qian Zhu** and Shuai Ma. "What Did I Miss? [Assisting User-adaptive Missed Content Reviewing in MOOC Learning](https://dl.acm.org/doi/abs/10.1145/3332167.3357113)". [*Adjunct Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology*](https://dl.acm.org/doi/proceedings/10.1145/3332167)*,* October 2019, Pages 53-55.

**AWARDS AND HONORS**

*Awards*

* Special Recognitions for Outstanding Reviews, ACM CHI’24, full paper.
* Special Recognitions for Outstanding Reviews, IEEE VIS’23, full paper.

*Fellowships and Scholarships*

* Overseas Research Award, (HKUST, HKD 50,000), 2023-2024
* Hong Kong Postgraduate Studentships, (HKUST, HKD 18,895/year), 2023-2024
* Huawei Ph.D. Fellowship, (Huawei Tech. Co. Ltd. HKD 22,618/year), 2020-2022
* Outstanding undergraduate, Shandong University, 2017
* Student Scholarship, Shandong University, (~$500), 2014-2017

**Teaching experience**

COMP 4462 Data Visualization (by Prof. Xiaojuan MA) (Sep. 2023 – Dec. 2023)

COMP 4462 Data Visualization (by Prof. Xiaojuan MA) (Sep. 2021 – Dec. 2021)

COMP 1029P Python Programming (by Lecturer Gibson LAM) (Jan. 2021 – Apr. 2021)

**SERVICE**

**Conference Review**

IEEE VIS Conference (full paper) 2023-2024

IEEE VIS Conference (short paper) 2022

ACM Conference on Human Factors in Computing Systems (CHI) 2022-2024

Extended Abstracts of ACM Conference on Human Factors in Computing Systems (CHI EA) 2022-2023

ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2022-2023

International Symposium on Visual Information Communication and Interaction (VINCI) 2024

The China Visualization and Visual Analytics Conference (ChinaVis)  2022

**Journal Review**

### [ACM Transactions on Computer-Human Interaction 2021](https://dl.acm.org/journal/tochi)