

# Wei Wei

Victoria, Canada

 <http://wei-wei.github.io>

 weiwei@uvic.ca

 (+1) 7785878802

## RESEARCH INTEREST

My research focuses on **perception + visualization**, i.e., utilizing knowledge from perception and cognition for better visualization design. I am also interested in **visualization co-design** (e.g., community-centered visualization design), **visualization for Digital Humanities** (VIS4DH), and **physicalization**.

## EDUCATION

### University of Victoria

*Ph.D in Computer Science*

CGPA of the first year: 8.8/9.0

**Victoria, Canada**

*May 2023 - Present*

### University of Calgary

*M.Sc in Computer Science*

CGPA: 4.00/4.00

**Calgary, Canada**

*Jan 2021 - Aug 2022*

### Southwest Jiaotong University

*B.Sc in Computer Science and Technology*

CGPA: 3.51/4.00

**Chengdu, China**

*Sept 2016 - Jun 2020*

## PUBLICATIONS

- Wei, W., Nacenta, M., Miranda, M., & Perin, C. (2025). *Locatability and Locatability Robustness of Visual Variables in Single Target Localization*. IEEE Trans. Visualization & Computer Graphics. [19% Acceptance Rate]
- Wei, W., Daneshzand, F., Wang, Z., Mattson, E., Perin, C., & Carpendale, S. (2025). *The Fuzzy Front Ends: Reflections on The Never-Ending Story of Visualization Co-Design*. 2025 IEEE VIS alt.VIS Workshop.
- Wei, W., Huron, S., & Jansen, Y. (2023). *Towards Autocomplete Strategies for Visualization Construction*. 2023 IEEE VIS Short Paper.
- Wei, W., "Design of Anthropomorphic Interfaces for Autonomous Vehicle-Pedestrian Interaction". Master Thesis.
- Danyluk, K., Ulusoy, T., Wei, W., & Willett, W. (2020). *Touch and beyond: Comparing physical and virtual reality visualizations*. IEEE Trans. Visualization & Computer Graphics.

## PROFESSIONAL EXPERIENCES

### University of Victoria, Canada

*Jan 2024 - Present*

- Community Data Empowerment Project Researcher, advised by Charles Perin and Sheelagh Carpendale

### University of Victoria, Canada

*May 2023 - Present*

- Graduate Research Assistant, VIXI lab

### Institut Polytechnique de Paris, France

*Aug 2022 - Dec 2022*

- Mitacs Globalink Research Intern, advised by Samuel Huron and Yvonne Jansen

- University of Calgary, Canada** *Jan 2021 - Aug 2022*  
○ Graduate Teaching Assistant  
○ Graduate Research Assistant, uTouch Group - Interactions Lab (iLab)

- University of Calgary, Canada** *Jul 2019 - Oct 2019*  
○ Mitacs Globalink Research Intern, advised by Wesley Willett and Tony Tang

## **AWARDS AND ACHIEVEMENTS**

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- **University of Victoria Fellowship** (*University of Victoria*), 2023 - 2025  
Valued at \$15,000 for 12 months.
- **University of Victoria Graduate Award** (*University of Victoria*), 2023  
Valued at \$1,402.58 for the May 2023 term.
- **Mitacs Globalink Research Award - for research abroad** (*Mitacs*), 2022  
Valued at \$6,000 for 3 months.
- **Departmental Research Award** (*University of Calgary*), 2021  
Valued at \$11,000 for 4 months.
- **International Graduate Tuition Award** (*University of Calgary*), 2021  
Valued at \$3,000 over the academic year.
- **Mitacs Globalink Graduate Fellowship** (*Mitacs*), 2021  
Valued at \$15,000 for Master's program.
- **CSC(China Scholarship Council) studying abroad funding** (CSC), 2019  
Valued at \$5,400 for three months internship in University of Calgary.

## **TEACHING EXPERIENCE**

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- Graduate Teaching Assistant, Department of Computer Science**  
*University of Calgary, Canada* *May 2021 - May 2022 (2 terms)*  
○ Courses taught: CPSC 231 (Introduction to Computer Science for Computer Science Majors I)

## **UNIVERSITY SERVICES**

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- University of Victoria**  
*Inventory Coordinator, VIXI Lab* *Sept 2023 - Present*  
*Organizer, UBCV-UVIC Hackathon* *Jan 2024 - Present*

- University of Calgary**  
*Social Coordinator, uTouch Group* *Sept 2021 - Apr 2022*  
*Meeting Coordinator, iLab* *Sept 2021 - Jan 2022*

- Southwest Jiaotong University**  
*Vice President of International Students Affair of Department* *Sept 2017 - Sept 2019*  
*Member of Youth Volunteer Association of Department* *Sept 2016 - Sept 2017*

## **KEY SKILLS**

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|-----------------------------|--|
| <b>Programming Language</b> | Javascript, R, Python, C, C++, C#, Java, Lua       |
| <b>Framework</b>            | D3, Jupyter Notebook, Unity3D, Oculus VR, Steam VR |
| <b>Word Processing</b>      | MS Office, Latex                                   |