

Ho Man Colman Leung

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Objective	To make computers more accessible to users by understanding human behaviors from the computer's perspective and providing a tailor-made experience to users through combining sensing technology, ubiquitous computing, and aesthetic into novel interaction systems.	
Work Experience	Research Associate <i>Department of Computer Science and Engineering, CUHK Hong Kong</i> <ul style="list-style-type: none">Developing a robust multi-camera multi-object 6DoF real-time tracking system for precise tangible interactions used in medical simulators.	2018-Present
	Software Engineer <i>Dracaena Life Technologies Co., Ltd. Hong Kong</i> <ul style="list-style-type: none">Developed a Stereoscopic Anatomy Visualization Tool for educational purposes which is deployed in Faculty of Health and Social Sciences of The Hong Kong Polytechnic University.Created immersive 3D environment through head tracking with Kinect and enabled mid-air gesture interaction using Leap Motion.	2012-2015
Education	MPhil in Computer Science and Engineering <i>The Chinese University of Hong Kong</i> Supervisors: <i>Prof. Chi-Wing FU and Prof. Pheng-Ann HENG</i> Thesis: Cross-Device Authentication via Motion Co-analysis with a Smartwatch in a Multi-user Multi-device Environment	2018
	BSc in Computer Science <i>The Chinese University of Hong Kong</i>	2012
Publications	TwistIn: Tangible Authentication of Smart Devices via Motion Co-analysis with a Smartwatch <i>Ho-Man Colman LEUNG, Chi-Wing FU, and Pheng-Ann HENG</i> Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies 2.2 (2018): 72. Presented in UbiComp 2018. Stereoscopic Three-Dimensional Visualization for Immersive and Intuitive Anatomy Learning <i>Kup-Sze CHOI, Shu-Ting CHAN, Ho-Man Colman LEUNG, and Yim-Pan CHUI</i> IEEE International Conference on Technology for Education (T4E 2016).	
Teaching	Final Year Project Tutor CSCI3260 Principle of Computer Graphics Teaching Assistant <ul style="list-style-type: none">Awarded the Certificate of Merit	Fall 2016- Spring 2017 Spring 2016
	CSCI1130 Introduction to Computing using Java Teaching Assistant	Fall 2015
Skills	Programming Languages: C, C++, C#, Objective-C, Java, Python, MATLAB, Latex, HTML, CSS, JavaScript, PHP, SQL Libraries and Platforms: OpenCV, OpenGL, OpenGV, Boost, CUDA, Tensorflow App Development: iOS, Android, Windows, Arduino, Unity Graphic Design Softwares: Adobe Creative Suite (Photoshop, Illustrator, InDesign) Spoken Languages Cantonese, English, Mandarin	