Ho Man Colman Leung

hmleung@cse.cuhk.edu.hk
`www.colmanleung.com`

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   2018-Present
Department of Computer Science and Engineering, CUHK | Hong Kong
- Developing a robust multi-camera multi-object 6DoF real-time tracking system for precise tangible interactions used in medical simulators.

Software Engineer   2012-2015
Dracaena Life Technologies Co., Ltd. | Hong Kong
- Developed a Stereoscopic Anatomy Visualization Tools 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.

Education

MPhil. in Computer Science and Engineering   2018
The Chinese University of Hong Kong
Supervisors: *Prof. Chi-Wing FU and Prof. Pheng-Ann HENG*
Thesis: Cross-Device Authentication via Motion Co-analysis with a Smartwatch in a Multi-user Multi-device Environment

BSc. in Computer Science   2012
The Chinese University of Hong Kong

Publications

TwistIn: Tangible Authentication of Smart Devices via Motion Co-analysis with a Smartwatch
Ho-Man Colman LEUNG, Chi-Wing FU, and Pheng-Ann HENG
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
Kup-Sze CHOI, Shu-Ting CHAN, *Ho-Man Colman LEUNG*, and Yim-Pan CHUI
IEEE International Conference on Technology for Education (T4E 2016).

Teaching

Final Year Project Tutor   Fall 2016- Spring 2017
CSCI3260 Principle of Computer Graphics Teaching Assistant   Spring 2016
- Awarded the Certificate of Merit

CSCI1130 Introduction to Computing using Java Teaching Assistant   Fall 2015

Skills

Programming languages: C, C++, C#, Objective-C, Java, Python, MATLAB, Latex
Libraries and Platforms: OpenGL, OpenCV, OpenGV, Boost, CUDA, Tensorflow
App Development: iOS, Android, Windows, Arduino, Unity
Spoken Languages Cantonese, English, Mandarin