Xiaohang Tang

xiaohangtang01@gmail.com

Education

University of Liverpool, Liverpool, UK 09/2021 – 07/2023 (expected)

B. S. in Computer Science, Average Mark: 87.625/100 (Y2, GPA: 4.0/4.0)

Xi'an Jiaotong-Liverpool University, Suzhou, Jiangsu 08/2019 – 07/2021

B. S. in Information and Computing Science, Average Mark: 74.6/100 (Y0, GPA: 3.81/4.0, Top 10%), 77.78/100 (Y1, GPA: 3.92/4.0, Top 10%)

Research Experience

SaNDwich Lab 05/2022 – Present

HCI, PL, NLP | Research Intern | University of Notre Dame

Advisor: Prof. Toby Jia-Jun Li & Prof. Elena Glassman

NLP@Liv 10/2021 – Present

Natural Language Processing | Research Assistant | University of Liverpool

Advisor: Prof. Danushka Bollegala

X-CHI Lab 10/2020 – 08/2021

HCI, VR, Cybersickness | Research Assistant | Xi'an Jiaotong-Liverpool University

Advisors: Prof. Hai-Ning Liang & Prof. Diego Monteiro

HCI, VR, Accessibility, Games | Research Assistant | Xi'an Jiaotong-Liverpool University

Advisor: Prof. Hai-Ning Liang

Remote Research Collaboration

Computer Science & Artificial Intelligence Lab 06/2021 – 08/2021

Natural Language Processing, QA | Research Assistant | Massachusetts Institute of Technology

Advisor: Hongyin Luo (PhD Student)

Selected Publications

[C.3] Simret Araya, Zheng Zhang, **Xiaohang Tang**, Yihao Meng, Elena Glassman, Toby Jia-Jun Li, in **CHI'23** [On Going]

[C.2] **Xiaohang Tang**, Yi Zhou, Danushka Bollegala, in **COLING'22** [In Submitting]

[EA.1] Xiang Li, **Xiaohang Tang**, Xin Tong, Rakesh Patibanda, Florian 'Floyd' Mueller, Hai-Ning Liang, "Myopic Bike and Say Hi: Games for Empathizing with The Myopic," in **CHI PLAY'21** [SGDC Finalist],[PDF]

[C.1] Diego Monteiro, Hai-Ning Liang, **Xiaohang Tang**, Pourang Irani, "Using Trajectory Compression Rate to Predict Changes in Cybersickness in Virtual Reality Games," in **ISMAR'21** [PDF]

[PA.1] Diego Monteiro, Hai-Ning Liang, **Xiaohang Tang**, "A method, apparatus and storage medium for detecting user's cybersickness level in virtual environment," **[CN113283612A]**

Skills

Programming Languages: Python, C/C++, C#, Java, R

Tools and Frameworks: LaTeX, PyTorch, Unity3D