Xueshi Lu

Xi'an Jiaotong-Liverpool University
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EDUCATION

09/2017 – present

B.Sc. Information and Computing Science , Xi'an Jiaotong-Liverpool University (XJTLU)
B.Sc. Information and Computing Science , University of Liverpool

RESEARCH POSITIONS

09/2018 – present

Undergraduate Research Intern, X-CHI Lab, XJTLU, China.
Advisor: Dr. Hai-Ning Liang
- Interested in investigating novel interaction techniques and user behavior in virtual reality.
- Published four papers on human-computer interaction. Proceed with more publications.

HONORS

09/2019 – 07/2020

University Academic Achievement Award, XJTLU, China.
Top 10% in the Information and Computing Science Programme.

06/2019 – 09/2019

Summer Undergraduate Research Fellowship (SURF), XJTLU, China.

PUBLICATIONS

Conference Proceedings

[1] D. Yu, **X. Lu**, R. Shi, H.-N. Liang, T. Dingler, E. Velloso, and J. Goncalves, "Gaze-supported 3d object manipulation in virtual reality", in *2021 CHI Conference on Human Factors in Computing Systems*, 2021, pp. 1–13. DOI: 10.1145/3411764.3445343.

[2] **X. Lu**, D. Yu, H.-N. Liang, W. Xu, C. Yuzheng, L. Xiang, and H. Khalad, "Exploration of hands-free text entry techniques for virtual reality", in *2020 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, IEEE, 2020, pp. 344–349. DOI: 10.1109/ISMAR50242.2020.00061.

[4] **X. Lu**, D. Yu, H.-N. Liang, X. Feng, and W. Xu, "Depthtext: Leveraging head movements towards the depth dimension for hands-free text entry in mobile virtual reality systems", in *2019 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*, IEEE, 2019, pp. 1060–1061. DOI: 10.1109/VR.2019.8797901.

[0] D. Yu, H.-N. Liang, **X. Lu**, K. Fan, and B. Ens, "Modeling endpoint distribution of pointing selection tasks in virtual reality environments", in *ACM Transactions on Graphics (TOG)*, ACM, vol. 38, 2019, pp. 1–13.

[5] D. Yu, H.-N. Liang, **X. Lu**, T. Zhang, and W. Xu, "Depthmove: Leveraging head motions in the depth dimension to interact with virtual reality head-worn displays", in *2019 IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*, IEEE, 2019, pp. 103–114. DOI: 10.1109/ISMAR.2019.00-20.

MISCELLANEOUS

Presentation — IEEE VR'19 Poster, Japan; Pre-ISMAR'20, China; ISMAR'20 Paper, Online.
Programming — Java, C#, Python, R, …
Tools — Unity, SPSS, MATLAB.