

Yongqi Zhang yzhang59@gmu.edu | <https://yqz530.github.io/> No sponsorship required.

RESEARCH INTERESTS

Human-Computer Interaction, Virtual Reality, Augmented Reality, Computational Design

SELECTED PUBLICATION

PoseVEC: Authoring Adaptive Pose-aware Effects using Visual Programming and Demonstrations

Yongqi Zhang, Cuong Nguyen, Rubaiat Habib Kazi, Lap-Fai Yu

ACM Symposium on User Interface Software and Technology (UIST 2023)

Joint Computational Design of Workspaces and Workplans

Yongqi Zhang, Haikun Huang, Erion Plaku, Lap-Fai Yu

ACM Transactions on Graphics (Proceeding of SIGGRAPH Asia), 2021

Pose-Guided Level Design

Yongqi Zhang*, Biao Xie*, Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu *Equal contributors

ACM SIGCHI, 2019

Honorable Mentions

Exercise Intensity-driven Level Design

Biao Xie*, Yongqi Zhang*, Haikun Huang, Elisa Ogawa, Tongjian You, Lap-Fai Yu *Equal contributors

IEEE Transactions on Visualization and Computer Graphics (TVCG), 2018 (Special Issue on IEEE Virtual Reality 2018)

Featured on IEEE Xplore Innovation Spotlight

EDUCATION

George Mason University, Fairfax, VA

2019 - Present

PhD student, Computer Science GPA: 4.0

University of Massachusetts Boston, Boston, MA

2015- 2019

Bachelor of Science, Computer Science GPA: 3.9

RELEVANT EXPERIENCE

Adobe Research Intern

May 2022- Aug 2022

- Conduct research on enhancing motion graphic design workflow
- Developed a web-based authoring tool

Research Assistant

Design Computing and Extended Reality Research Lab

Sep 2019 - Present

- Worked on layout design and synthesis, delivered visually appealing and effective design solution
- Conduct research on virtual reality training and enhance training efficiency through applying computational design techniques

Mar 2017 - May 2019

Research Assistant

UMass Boston Virtual Reality Lab

- Conduct collaborative research projects on virtual reality and exergaming
- Published paper "Pose-Guided Level Design" in ACM CHI 2019. (Best Paper Honorable Mention Award)

AWARDS & ACHIEVEMENT

- Recipient of NSF Graduate Research Fellowship 2019

SKILLS

- **Programming Languages:** Unity, C#, Python, Typescript