

Jiayi HONG

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Educational Background

- **INRIA Université Paris Saclay, France** **Jan. 2020 - Now**
PhD Candidate in Computer Science, supervised by Tobias Isenberg
Research Interests: 3D data Visualization, Interactive Data

- **University of Bristol, UK** **Sept. 2018 - Sept. 2019**
Major: Computer Science (MSc)
Degree: Master of Science with Distinction

- **Zhejiang University, China** **Sept. 2014 - June 2018**
Major: Industrial Design GPA: 89.57%
Degree: Bachelor of Science in Engineering Ranking: 1 / 31

Relevant Research Experience

- **Exploring the interaction with large-scale shape-changing walls** **May 2019 - Sept. 2019**
 - ❖ Lab: Bristol Interaction Group
 - ❖ Supervisor: Anne Roudaut

- **Design Guidelines for Video Augmentation using Animated Data Visualizations** **June 2018 - Sept. 2018**
 - ❖ Lab: State Key Lab of Computer Aided Design and Computer Graphics at Zhejiang University
 - ❖ Supervisor: Prof. Yingcai Wu

- **Engaging for Well-being: Mobile Phone-inhabited Hand Motion Control Device for Physical Therapy in Office** **May 2017-Aug. 2017**
 - ❖ Lab: Interaction Group in Zhejiang University
 - ❖ Supervisor: Dr. Xiangdong Li

- **Airport Luggage Volume Measurement System Design Based on Realsense** **Oct. 2014-July 2015**
 - ❖ Aim to explore the practical value of the Realsense technology in image process and depth model establishment
 - ❖ Patent Number: ZL201610349470.8

Programming Experience

- **C Language**
 - ❖ Used SDL2 to create a new programming language
 - Includes a parser, an interpreter and an extension which allows loops and functions calls
 - The display involves a capboy who could be driven around the screen using the language instructions

- **Java**
 - ❖ Used minimax and JavaFX to develop a Tic-Tac-Toe game with AI component and graphic interface
 - ❖ Used JavaFX to develop an interactive home-made database system

- **Unity**
 - ❖ Used Vuforia to develop an AR project: Alice in Wonderland
 - ❖ Currently developing a simulation game

- **Python**
- ❖ Developed a tangible music interactive device which produces corresponding music based on objects
 - Used OpenCV to capture and deal with images
 - Used Raspberry Pi control the whole device, including the camera and the speaker

Work Experience

- **Netease Inc.** **Product Designer** **July 2017-Aug. 2017**
- ❖ Responsible for user research of Yanxuan and market research of social e-commerce in China
- ❖ Functional design of Internet products

Design Projects

- **Tangible Music Interactive Device Design (Graduation Project)** **Oct. 2017 - June 2018**
- ❖ Aim to combine auditory and visual sensation to allow users to interact with music
- ❖ Mapping the visual properties (color, shape, size, position) with auditory attributes (timbre, tone, sound length, order)
- ❖ Used Raspberry Pi, Python along with OpenCV to complete the development
- ❖ Awarded as outstanding graduation design

Selected Honors & Awards

- First-Class Scholarship for Outstanding Students of Zhejiang University 2014-2016
- First-Class Scholarship for Outstanding Merits of Zhejiang University 2014-2016
- Excellent Student Awards 2014-2016
- Outstanding Graduation Project of Zhejiang University 2018
- First Prize for Creative Intelligence of “Alma Mater” Social Practice Activity 2014-2015
- First Prize of the 2nd Term “Creative Impetus” Vanke Entrepreneurship Dark Horse Competition Dec.2015
- Third-Class scholarship for Outstanding Students of Zhejiang University 2016-2017
- Ceway Scholarship (third-rate) of Zhejiang University 2015-2016

Standard Test

- IELTS: 7.5 (8.0/8.0/7.0/6.0) 20/03/2018

Personal Skills & Interests

- Professional Skills: Proficient in C language; Java; Raspberry Pi; JavaScript; Python
Skilled in Processing; Unity
- Interests: Dulcimer; Movies