

Yaying Zhang

+1 7786816224

yayingz@sfu.ca | <http://www.sfu.ca/~yayingz/>

With a software engineering background layered with an art background, I hold a great desire to explore human centered technology including HCI, generative arts, data visualization. I enjoy sunshine, learning and creation. I'm Inquisitive and love trying new things. Love communication and sharing ideas with different people and have strong responsibility in work.

EDUCATION

- 2015.9 – now** **Master of Science, School of Interactive Arts + Technology, Simon Fraser University (SFU)**
Courses: Research Methods (Qual, Quant and Mix research method), Information Visualization & Communication, New Media, Artificial Intelligence, Interactive Story; Thesis: Aesthetic Movement Visualization.
- 2011.9 – 2015.6** **Bachelor of Software Engineering, School of Software, Chongqing University**
Courses: Programming Design (C++, Java), Data Structure, Operation System, Networking, Database, Software Engineering, Software Testing, Game Design, Multimedia Technology, Human Computer Interaction, etc.
- Bachelor of Art Design (Minor), School of Art, Chongqing University**
Courses: Graphic Design, Advertisement Design, Packaging Design, Typography and Design, Exhibition Design

WORK/INTERNSHIP/VOLUNTEER

WORKING	2016.9 – Now	Teaching Assistant (CMPT166 - Introduction to Programming) , School of Computing Science, Simon Fraser University
	2015.9 – Now	Research Assistant (Interactive Technology, Data Visualization, Human Movement), movingstories Lab / Metacreation Lab , School of Interactive Arts + Technology, Simon Fraser University
INTERNSHIP	2015	Front-End Development Engineer (Intern), LSNTech Inc. I worked at LSNTech as a front-end development engineer. Mainly undertook the user interaction design and implementation for the product and company website during my internship period.
	2014	Research Intern , at Multimedia Research Group, Computer Science Dept., University of Alberta, Canada. Canada Mitacs Globalink Research Internship Program. Project details see below.
VOL	2015.7	Student Volunteer, ACM SIGGRAPH'2016, Anaheim, US
	2014 - Now	Translator, Global Translator Community, Coursera

PEER-REVIEWED PUBLICATION

Malmstrom, C., Zhang, Y., Pasquier, P., Schiphorst, T., & Bartram, L. (2016, July). Mocomp: A tool for comparative visualization between takes of motion capture data. In Proceedings of the 3rd International Symposium on Movement and Computing (p. 11). ACM.

R&D PROJECTS

2016.4-Now MAVi: Aesthetic Movement Visualization

Description	MAVi is a 3D visualization tool for artists to create aesthetic visual effect from 3D motion capture data. We dig into the complexity of human movement and propose potential visualization factors which can be utilized in the design of such visualization tool. A convergent mixed research study will be conducted to exam the factors' effectiveness and their relationships in terms of synergy and discord.
Role&Technology	Main Researcher and Developer ; Unity 3D, C#, Processing/Java
Links	Video Demo: https://vimeo.com/193216479

2017.1-2017.4 Seed: A Collaborative Game to Explore Emergent Interactive Narratives

Description	Seed is a collaborative game, in which two players using different controls to play the roles and complete the story. One player acts as a forest spirit (traditional control), and another player acts as a forest god (motion cueing control with Leap Motion device). The players have their own power and have to collaborate to save the forest.
Role&Technology	Programmer ; Unity 3D, C#, Leap Motion
Links	Video Demo: https://vimeo.com/212867068

2015.9-2016.6 MoComp: A Tool for Comparative Visualization between Takes of Motion Capture Data

Description	Motion capture data is a very complex data type. It is hard to compare two motion capture data. MoComp is an interactive visualization tool that allows users to identify and understand differences in motion between two takes of motion capture data. In MoComp, the body part position and motion is visualized focusing on angles of the joints making up each body part. This makes the tool useful for between-take and even between-subject comparison of particular movements since the angle data is independent of the size of the captured subject.
Role&Technology	Main Researcher and Developer ; HTML5, CSS3, jQuery, D3.js
Links	Video Demo: https://vimeo.com/173282828/ Publication: MOCO'16 Proceedings, ACM Live Demo: http://www.sfu.ca/~yayingz/mocomp/ Source: https://github.com/mysunnytime/MoComp

2016.2-2016.4 Creative Catalyst for Pair-Choreography Based On Genetic Algorithm and Kinect

Description	Creative Catalyst is extensively used in artistic activities like choreography to gain ideas. We present a system using Kinect as real-time input for initialization and a genetic algorithm to generate creative movement catalyst for a pair-choreography context. The use of this creative catalyst is to generate new movement style user two original styles and break the boundaries of personal habit.
Role&Technology	Main Researcher and Developer ; HTML5, CSS3, jQuery, Kinect, C#, Web Socket, Artificial Intelligence
Links	Video Demo: https://vimeo.com/193668784

2013.11-2014.4 CSong - Pitch Learning Solution for Hearing Impaired Children Enabled by Sound Visualization

Description	CSong teaches hearing impaired children singing. By sound visualization, the children get visual feedback of their enunciation. CSong builds a bridge between audio and vision, and uses one perception to remedy another perception. This 6-month project took part in the 2014 Microsoft Imagine Cup World Citizenship Competition and won the national (China) second prize (20 teams out of over 2000 teams).
Responsibility	Project management, product design, UI design, test and training, propaganda and presentation.
Links	Video Demo: https://vimeo.com/173302380

2014.6-2014.9 Mitacs Globalink Research Internship Program: 3D textured mesh evaluation benchmark

Description	I took part in Canada Mitacs Globalink Internship Program at Multimedia Research Group , Computer Science Dept., University of Alberta for 3 months as a research intern, under the supervision of Dr. Irene Cheng. Research on Human Movement Prediction project with Kinect & 3D Textured Mesh Evaluation Benchmark project.
Role&Technology	Research and Development Intern; DirectX, C++, Kinect, C#, Processing/Java
Links	Project Link: http://crome.cs.ualberta.ca/mrc/projects.php

AWARD OF HONOUR

Spring 2017 Helmut & Hugo Eppich Family - 2017 Ebco Eppich Scholarship

[Canada Mitacs Globalink Graduate Fellowship](#)

Session 2011 Chongqing University

Outstanding Graduate Student (5%)

Session 2011 Graduation Design, Chongqing University

Outstanding Graduation Design (3%)

[2014 Canada Mitacs Globalink Research Internship Award](#)

(100 winners nationwide)

[2014 Microsoft Imagine Cup World Citizenship Competition](#)

National Second Prize (China)

2014 Baidu Chongqing University Students' Mobile App Development Competition

Third Prize

Invitation to exhibit on 2013 China (Chongqing) International Cloud Computing Expo

Year 2013-2014 Chongqing University Comprehensive Scholarship For Outstanding Students (Second Prize)

Year 2013-2014 Hong Kong Qiushi Scholarship (Undergraduate)