ZHE DING

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EDUCATION

The Hong Kong University of Science and Technology (Guangzhou) Guangzhou, China
M.Phil. in Artificial Intelligence *(with Full Scholarship)* September 2024 – Present
GPA: 4.03/4.3
Supervisor: Zeyu Wang, Pan Hui

University of California, Berkeley Berkeley, USA
Visiting student September 2023 – December 2023

Southern University of Science and Technology Shenzhen, China
B.Eng. in Computer Science September 2020 – July 2024
Supervisor: Shiqi Yu
Key courses: Operating Systems (99), Digital Logic (93), Computer Organization (92), Software Engineering (94), Computer Vision(92), Computational Ethics (96), Computer System Design and Application (96)

PUBLICATIONS

2025 [M.1] Anonymous. (Co-first author) *PoeticVR: Supporting Intercultural Learning through Poetic Landscapes in Virtual Reality.* Under review - R&R (Round 2), CHI 2026.

RESEARCH EXPERIENCE

PoeticVR: Supporting Intercultural Learning through Poetic Landscapes in Virtual Reality
Main contributor and co-first author March 2025 – Present

- Developed a multi-stage virtual reality system that reconstructs classical Chinese poetic landscapes to foster intercultural learning through aesthetic experience.
- Conducted a mixed-methods user study with non-native Chinese learners, demonstrating enhanced understanding of poetic imagery, emotional resonance, and intercultural empathy.
- Highlighted the potential of immersive technologies to bridge cultural distance, advancing literary appreciation and the cultivation of intercultural empathy.

SketchAgent: Community-Curated Retrieval-Augmented Assistant for Sketch Literature
Leader September 2025 – Present

- Built a curated, extensible corpus of 400+ high-quality, task-annotated papers on sketch-based interaction and related techniques, together with a community-driven workflow for maintaining and expanding the corpus.
- Developed a retrieval-augmented assistant that answers field-specific questions with responses explicitly grounded in the curated papers rather than opaque model knowledge.
- Implemented interfaces for browsing and filtering papers by task category and author, integrating community-curated literature management with efficient, question-driven literature review.

Time-varying Gaussian Splatting Reconstruction and Editing
Leader March 2025 – October 2025

- Explored a time-varying Gaussian Splatting framework to reconstruct 3D scenes of historical sites by integrating single-view historical images with modern 3D models.
- Developed a prototype of a mask-free image-guided local editing method to enable intuitive and precise 3D scene modification.
- Conducted initial experiments showing the feasibility and challenges of extending Gaussian Splatting to time-varying historical scene reconstruction.

Drone Tracking and Shooting Based on Human Pose Estimation
Leader February 2023 – March 2024
National Undergraduate Training Program for Innovation and Entrepreneurship

- Built a real-time UAV tracking and filming system that interprets human posture to control takeoff, landing, and framing.
- Achieved stable system performance with accurate target tracking and smooth flight control.

PROGRAM EXPERIENCE

Funding management system (Leader)
Technology stack: HTML+CSS+Vue.js, PostgreSQL, SpringBoot, MyBatis, Swagger, Maven

- Developed a web-based funding management system supporting user rights management, reimbursement application, approval, and fund allocation for both managers and professors.
- Designed and implemented data visualization, export, and user interface modules to enhance data accessibility and overall user experience.
- Conducted comprehensive testing and debugging to ensure system stability, functionality, and responsiveness across all modules.

Assessment: Focused on the user experience, precisely implemented all functions; Obtained a total score for the Software Engineering course.

Online Chat Software (Independent)
Technology stack: PostgreSQL, Java, JavaFX + Scene Builder

- Implemented an online chat room in client–server mode using socket programming (UDP & TCP) and multi-threading, enabling real-time communication among multiple clients.
- Designed a user-friendly graphical interface with JavaFX to provide intuitive access and interaction with chat room functionalities.

Assessment: Obtained 115/100 with 15 bonus scores for the Computer System Design and Applications course.

SELECTED AWARDS AND HONORS

- Second Prize in National Mathematical Modelling Competition for Students (NMMCS) (2022).
- National Encouragement Scholarship (2023)
- The second Class of the Merit Student Scholarship (2022-2023).
- Individual Scholarship "Practice Star" (2022-2023).
- Awarded the Exemplary Student Leader (2021-2022).
- Awarded the Exemplary Student Representative (2022-2023).

TEACHING EXPERIENCE

- CS203, Data Structure and Algorithm Analysis, SUSTech Fall 2023
- CS202, Computer Organization, SUSTech Spring 2023

COMPUTER AND LANGUAGE SKILLS

- Programming Languages: Java, Python, C/C++, C#, SQL, Verilog, JavaScript, GO, HTML/CSS
- Frameworks: PyTorch, Flask, Vue3, SpringBoot, MyBatis, Junit, JavaFX, Swing
- Developer Tools: Unity, Blender, Anaconda, Git, VS Code, PyCharm, IntelliJ IDEA, CLion, DataGrip, WebStorm, Vivado, Maven, Swagger