

# Haikun Huang

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Department of Computer Science  
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## BIO

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My research interests include AR/VR/MR, computational design, graphics, HCI, and vision, particularly on the applications of artificial intelligence techniques for creating novel 3D content creation tools and virtual experiences. My research has been published in IEEE VR and ACM CHI; and was recognized with a Best Paper Honorable Mention Award at CHI 2019. I frequently serve as a reviewer for IEEE VR and CASA. I also have years of experience working in the game industry and serving as a columnist for popular game development forums in China such as Manew and Taikr.

## RESEARCH INTERESTS

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XR, computational design, graphics, HCI, and vision, particularly on the applications of artificial intelligence techniques for creating novel 3D content creation tools and virtual experiences.

## EDUCATION

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<b>Ph.D., Computer Science</b> , Uni of Mass Boston	2016-2020
<b>Bachelor, Computer Science</b> , Uni of Mass Boston	2012-2016
<b>Bachelor, E-Commerce</b> , South China University of Technology	2006-2008
<b>Application Development</b> , South China Institute of Software Engineering GZU	2003-2006

## WORKING/TRAINING EXPERIENCE

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<b>Postdoctoral Research Fellow</b> , George Mason Uni.	2020-
<b>Research/Teaching Assist</b> , Uni of Mass Boston.	2017-2020
<b>2D,3D Game Programming.</b> , The Beijing Gamfe Tech co.,LTD.	2009-2011
<b>Data Analysis Engineer</b> , Guangzhou Kingpoint CO.,LTD.	2008-2009

## AWARDS/HONORS & PATENTS

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<b>Best Paper Honorable Mention Award (CHI 2019)</b>	2019
<b>Human Vision-Empowered 3D Scene Analysis Tools</b>	2018
- Haikun Huang, Lap-Fai Yu	
- US patent application no. 16/598, 718	

## PROFESSIONAL ACTIVITIES

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**Co-Organizer**, *1st Workshop on 3D Content Creation for Simulated Training in Extended Reality (TrainingXR)*, IEEE VR 2020.

**Reviewer**, *ERGON 2020, JOVE 2020, IEEE Game CHI 2020, IEEE VR Conference Papers 2020, CHI Paper 2020, CASA 2019, ISMAR Paper & Poster 2020.*

**Technical Program Committees**, *ACHI 2020.*

## **SELECTED PUBLICATIONS**

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10+ publications in top-tier computer graphics, vision, human-computer interaction conferences and journals (e.g., CHI, IEEE VR, TVCG, ICRA, SIGGRAPH Asia, Technical Heal Care, Medicine and Science in Sports and Exercise)