

YATING YUE

PhD. in the Department of Computer Science, HKU

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PUBLICATIONS

SceneCtrl: Mixed Reality Enhancement via Efficient Scene Editing

UIST 2017

2017

Quebec City, Canada

- Yating Yue, Yongliang Yang, Gang Ren, Wenping Wang
- Mixed Reality, enhanced experience, scene editing, Hololens.

WireDraw: 3D Wire Sculpturing Guided with Mixed Reality

CHI 2017

2017

Denver, USA

- Yating Yue, Xiaolong Zhang, Yongliang Yang, Gang Ren, Yi-King Choi, Wenping Wang
- 3D extruder pen, wire sculpture, stroke generation, drawing optimization, Mixed Reality.

Fast Mesh Generation for Large-scale Volumetric Data with Multiple Labeled Materials

Plan to submit to a journal

2014

- Multiple material volumetric data, mesh generation, mesh simplification, Optimal Delaunay Triangulation, large data set.

SELECTED PROJECT EXPERIENCE

Cartoon City

Team Leader

2012

- Android app for cartoon reading (internship).
- Comic reader APP.

Video Segmentation via Kinect

Graduation research project

2013

- Segment video foreground based on depth and color information provided by Kinect to offer correct depth relationship in AR.

Android Game Engine

Group work

2010

- A game engine for RPG games on Android.

RESEARCH INTERESTS



HCI

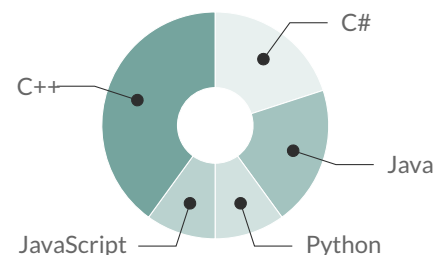
- Augmented Reality
- Mixed Reality
- Virtual Reality
- User Guidance
- Scene Editing
- Oculus
- Hololens
- Leap Motion



GRAPHICS

- Fabrication
- 3D Mesh Generation
- Simplification

PROGRAMMING



SKILLS

Image Design/Edit (PS, AI) ●●●●●

3D modeling (3Ds Max, Maya) ●●●●●

Web Design ●●●●●

Game Design (Unity, Android) ●●●●●

Video/audio (Premier, Audition) ●●●●●

EDUCATION

Ph.D in Computer Science

The University of Hong Kong

Sept. 2013 - Dec. 2017

B.Eng. in Software Engineering

Shandong University

Sept 2009 - June 2013

SELECTED PROJECT EXPERIENCE

NavPlanner

Group work

📅 2012

- A conference schedule planner and navigation system on mobile platform.

“MiBao”

Game design and develop, Leader

📅 2011

- Android casual puzzle game. The 9th session of QiLu software design contest–Mobile games (the first prize).

E-Menu (Android) and online (website) meal ordering system

Group work

📅 2011

- The second Chinese University students' Service Outsourcing Innovation Application Competition (the first prize).

OTalk chat software

Group work

📅 2011

- PC chat software. Shandong University “NEC soft” Java programming contest (the first prize).

SELECTED AWARDS



HKU Postgraduate Fellowship
2013 – 2017



National Scholarship by Ministry of Education (x3)
2010 – 2012



First-Class Scholarship of Shandong University (x3)
2010 – 2012



IBM Chinese Excellent Student Scholarship
2012



CCF Outstanding Student Award
2012



Excellent Student of Shandong Province
2012

REFEREES

Prof. Wenping Wang

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✉ The University of Hong Kong