Siyu Huang

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Education

Purdue University | West Lafayette, IN

Aug. 2022—ongoing

Ph.D. in Computer Science

expected graduation: May 2027

• Computer Graphics and Visualization Laboratory, advisor Voicu Popescu

University of Wisconsin – Madison | Madison, WI

Dec. 2021

Bachelor of Science double major: Computer Science & Data Science

Certificate: Game Design

Research Interests

Virtual, augmented, and mixed reality (VR, AR, MR), Human-Computer Interaction, Visualization.

Publications

Huang, S. and Popescu, V. "HyperXRC: Hybrid In-Person + Remote Extended Reality Classroom - A Design Study." Accepted to IEEE Conference on Virtual Reality and 3D User Interfaces, 2024.

Huang, S. "Image Data Visualization Using T-SNE for Urban Pavement Disease Recognition." Journal of Physics: Conference Series. Vol. 2547. No. 1. IOP Publishing, 2023.

Research projects

BUENAS—Giving All a Seat at the Table Using Mixed Reality

Sep. 2023—ongoing

- Design, implement, and evaluate a mixed reality system for remote study group attendance.
- Combine headset and projection mixed reality to allow local and remote students to interact naturally, as if all members of the group were co-located.

HyperXRC: Hybrid In-Person + Remote Extended Reality Classroom

Jan. 2023—ongoing

- Design, implement, and evaluate a mixed reality system for effective and unobtrusive remote lecture attendance.
- Remote students are displayed into empty seats of local classroom using mixed reality.
- Afford natural interaction between remote students and instructor without interfering with the interaction between the local students and instructor

Al for Africa (University of Wisconsin-Madison)

2021

• Lead front-end developer of a multi-purpose application featuring messaging, social media, machine translation, and chatbot.

Skills

Programming languages: C++, C#, Python, JavaScript, JAVA, HTML, CSS

SW platforms: Unity 3D, Agora Languages: English, Chinese