

Yuxuan Guo

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Research Interests

VR/AR, Visualization, Human-Computer Interaction

Education

The University of Edinburgh

MSc in Design and Digital Media

• GPA: 69.78%, with Merit

• Dissertation: Data-Driven Storytelling and Historical Heritage: A Virtual Reality Experience of the SilkRoad

Edinburgh, the UK

Sep 2022 – Aug 2023

Shanghai Jian Qiao University

B.Eng in Digital Media Technology

• GPA: 88.75%

Shanghai, China

Sep 2018 – Jun 2022

Experience

Shanghai Jian Qiao University

Teaching Fellow in Digital Media Technology

Shanghai, China

Jan 2024 – Present

Australian Research Centre for Interactive and Virtual Environments(UniSA)

Research Intern with Prof. Tobias Loetscher & Prof. Mark Billingham

Project: VR Support for De-Escalation Training

• Design and create a VR prototype to simulate communication with users for de-escalation skills training, using GenAI tools to improve the user experience.

Remote

Sep 2024 – Mar 2025

Publication

[1] Zijun Wan, **Yuxuan Guo**, Kexin Nie, Haowei Xiong, Xudong Cai, Fanjing Meng, and Xin Tong. Resonix: Prototyping VR for Fostering Remote Collaboration in Sound Art Curation. (CHI LBW '25)

Projects

Linking Quantitative Analysis and Qualitative Experience for Data Vis in VR

May 2025 – Sep 2025

*Supervised by prof. Wai Tong

This project integrates interactive 2D charts into immersive VR scenes to tightly link precise quantitative analysis with visceral qualitative experience, introducing a three-dimension design space, four prototypes, and a user study showing no added cognitive load.

• Role: conceptual design, prototype development, user study, data analysis, manuscript writing.

AI-AR Integrated Tool for Accessible Ceramic Design and Craft

Jan 2025 – Apr 2025

*Supervised by prof. Chen Liang

Developed an AI and AR-powered authoring tool to assist novice users in the end-to-end process of traditional ceramic design and production. The system integrates generative sketch-to-3D modeling and interactive AR guidance to support cultural heritage preservation and creative education.

• Role: prototype development, manuscript writing.

Awards

Shanghai Universities Young Teachers Training and Funding Program ¥25,000, Shanghai Municipal Education Commission	2025
Outstanding Graduates of Shanghai Shanghai Municipal Education Commission	2022
Scholarship for Top Ten Learning Pacesetters of the Year ¥4,000, Shanghai Jian Qiao University	2022
National Scholarship ¥8,000, Ministry of Education of China	2022
Excellence Scholarship ¥10,000, Shanghai Jian Qiao University, the highest honor (top 0.2%)	2021
Nominee Prize: 3rd Creativity Festival of Colleges Students Shanghai Municipal Education Commission	2021
3rd Prize: National Colleges Digital Art & Design Competition Shanghai Municipal Education Commission	2021
2nd Prize: National Colleges Digital Media Science & Technology Competition Chinese Association for Artificial Intelligence	2021
Honorable Title of Excellent Student Shanghai Jian Qiao University	2019
2nd Scholarship ¥800, Shanghai Jian Qiao University	2019

Teaching

Virtual Reality (Instructor, Undergraduate, Shanghai Jian Qiao University)	24Fall, 25Fall
Virtual Exhibition Design and Practice (Instructor, Undergraduate, SJQU)	24Spring, 25Spring
Fundamentals of 3D Engine (Instructor, Undergraduate, SJQU)	24Fall
Undergraduate Thesis (Supervisor, Undergraduate, SJQU)	Class of 24, 25

Skills

Technical: Unity(C#, XRI, MRTK3, Open XR, AR Foundation), Web Dev(HTML5, CSS3, JavaScript), Python
Design: 3D modeling and texturing(Maya, C4D, Substance Painter), Graphic and video design(Adobe Suite), Digital art and interaction(Touchdesigner)
Research: Prototype Development, Qualitative Studies(Semi-structured interviews), Quantitative Studies(SUS, Likert scales), LaTeX(Overleaf)
Language: Mandarin(Native), English(Fluent)