

YING (WING) ZHONG

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Research Interest: Human-Computer Interaction, Extended Reality

EDUCATION

Beijing Film Academy, Beijing, China

Sep.2022-Jun.2025 (Expected)

- M.A., Film Production Studies (Digital Film Technology)
- Weighted Score: 89.5/100

Beijing Film Academy, Beijing, China

Sep.2018-Jun.2022

- B.Eng., Digital Media Technology
- Weighted Score: 88.65/100 (Rank: 1/14)
- Courses: Computers and Networks, Computer Graphics, Virtual Reality Technology, Advanced Mathematics

PUBLICATIONS

- [1] **Y. Zhong**, K. -A. Zhao, L. Zhang, F. Zhao, W. Wei and F. Han, "The Correlation Analysis Between Cybersickness and Postural Behavior in Immersive VR Experience," *2024 IEEE International Conference on Multimedia and Expo (ICME)*, Niagara Falls, ON, Canada, 2024, pp. 1-6, doi: [10.1109/ICME57554.2024.10687394](https://doi.org/10.1109/ICME57554.2024.10687394).
- [2] F. Han, **Y. Zhong** and K. -A. Zhao, "An Analytical Study of Visual Attention Behavior in Viewing Panoramic Video," *Proceedings of the 4th International Workshop on Human-centric Multimedia Analysis (HCMA '23)*, New York, NY, USA, 21–25, doi: [10.1145/3606041.3618060](https://doi.org/10.1145/3606041.3618060).
- [3] F. Han, **Y. Zhong** and M. Zhou, "Evaluating the Effect of Cinematography on the Viewing Experience in Immersive Environment," *2022 IEEE International Conference on Multimedia and Expo (ICME)*, Taipei, Taiwan, 2022, pp. 1-6, doi: [10.1109/ICME52920.2022.9859864](https://doi.org/10.1109/ICME52920.2022.9859864).
- [4] F. Han, L. Zhang, X. Wang, K. -A. Zhao, **Y. Zhong**, Z. Su, T. Feng and W. Zhu, "U2USim - A UAV Telepresence Simulation Platform with Multi-agent Sensing and Dynamic Environment," *Proceedings of the 32nd ACM international conference on Multimedia (MM '24)*, doi: [10.1145/3664647.3684995](https://doi.org/10.1145/3664647.3684995).

RESEARCH EXPERIENCE

Designing Customized Embodied Interaction for Sugar Blowing in Mixed Reality

Leader, Advised by Prof. Feilin Han

Aug.2024-present

- Conducted field study of a Chinese intangible cultural heritage.
- Designed embodied interaction and developed the system.

Embodied Media Design Workshop (The Future Lab, Tsinghua University)

Participant, Mentored by Prof. Zichun Guo

Jul.2024-Jul.2024

- Led the group in discussing and developing the application design concept.
- Designed a VR horticulture application demo for distanced intergenerational communication.
- Developed the interactive interface of the demo.

Users' Postural Behavior Analysis When Experiencing Cybersickness

Leader, Advised by Prof. Feilin Han

Apr.2023-present

- Designed virtual reality content using Unity for the user studies.
- Conducted user studies to collect hand and forearm data, and analyzed sEMG data with Matlab.
- Evaluated the relationship between hand postures and cybersickness severity data with statistical methods.
- Applied machine learning to detect cybersickness severity with sEMG data. (in progress)

Quadcopter Aircraft Simulation System with Virtual Environment

Member, Led by Prof. Feilin Han and Prof. Xin Wang

Sep.2023-Jun.2024

- Designed and produced virtual environment for simulation using Unreal Engine 5.
- Designed and produced user interface for the simulation system.

User's Attention Behaviour Analysis in Panoramic Video

Core Member, Led by Prof. Feilin Han

Sep.2022-Mar.2023

- Produced two panoramic short films for user studies.
- Conducted user studies to collect users' attention behavior data and analyzed the data with statistical methods.
- Concluded advice for immersive content creators and wrote part of the paper.

Cinematography Design for Immersive Contents

Core Member, Led by Prof. Feilin Han

Mar.2021-Jan.2022

- Applied cinematography technique in traditional filmmaking to immersive videos and tested the results.
- Conducted user experiment to evaluate the impact of conventional cinematography technique in immersive video.
- Analyzed the collecting data with statistical methods.

PROFESSIONAL EXPERIENCE

A VR Filmmaking Project by Jing Wang

Technical Artist

Feb.2023-present

- Developed interactive content and produced visual special effect in Unreal Engine 5.
- Conducted packaging test.

Virtual Reality Technology Course

Teaching Assistant

May.2024-Jul.2024

- Conducted VR project development tutorials based on Unreal Engine 5.
- Conducted 360-video shooting and post-production tutorials.
- Assisted students to develop VR content projects.

EXTRACURRICULAR EXPERIENCE

2022 Beijing Winter Olympics and Paralympics

Professional Photography Volunteer

Jan.2022-Mar.2022

- Provided technical assistance to photography journalists speaking English and Japanese.
- Office work in the National Stadium (Bird's Nest).

Interactive VR Short Film: Out-of-Plane

Director

May.2021-Jul.2021

- Shot the panoramic video using Insta 360 Titan.
- Led the post-production and designed the interactive content and interface.

2019 & 2020 International Student Film and Video Festival (ISFVF)

Technical Volunteer

May.2019-Dec.2020

- Member of Technical Department (Special Screening Session) in 2019 and Leader in 2020.
- Subtitled and produced digital cinema package (DCP) for films in the session.

SCHOLARSHIPS & AWARDS

China National Scholarship (Top 1%) 2024

Postgraduate Academic Scholarship, Beijing Film Academy 2022

First Prize, China Competition on Virtual Reality (CCVR) 2021

Outstanding Student Scholarship, Beijing Film Academy 2019, 2020, 2021

SKILLS

Language: Cantonese (Native), Mandarin (Native), English (IELTS 7.5) and Japanese (Beginner)

Tools and Packages: Unreal Engine, Unity, Open XR, Steam VR, Matlab, Python, C++, SPSS, Origin and Motive

GRE: 160 (V), 168 (Q), 4 (A)