

HAIJUN XIA

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<http://www.haijunxia.com>

RESEARCH INTEREST

My research focuses on unleashing and amplifying our creativity with new **representations** of the digital content as well as direct, intuitive, and flexible **interaction**.

EDUCATION

Ph.D. in Computer Science

Department of Computer Science, University of Toronto, Canada
Advisor: Daniel Wigdor

2015 - Present

M.Sc. in Computer Science

Department of Computer Science, University of Toronto, Canada
Advisor: Daniel Wigdor

2013 - 2015

B.Eng. in Computer Science (with Honors)

Department of Computer Science, Tsinghua University, China

2009 - 2013

AWARDS AND HONORS

Microsoft Ph.D. Fellowship

2018

Adobe Ph.D. Fellowship

2018

Best Paper Nomination ACM CHI 2018 (top 5%)

2018

Best Paper Nomination ACM CHI 2017 (top 4%)

2017

Best Paper Nomination ACM CHI 2017 (top 4%)

2017

Best Paper Award ACM CHI 2016 (top 1%)

2016

Wolfond Fellowship University of Toronto

2013

PUBLICATIONS – FULL PAPER

Zhicong Lu, **Haijun Xia**, Seongkook Heo, Daniel Wigdor. *You Watch, You Give, and You Engage: A Study of Live Streaming Practices in China*. In *Proceedings of the ACM annual conference on Human Factors in Computing Systems*. CHI 2018. ACM, New York, NY. 466 – 479.

Haijun Xia, Nathalie Riche, Fanny Chevalier Bruno De Araujo, Daniel Wigdor. *DataInk: Enabling Direct and Creative Data-Oriented Drawing*. In *Proceedings of the ACM annual conference on Human Factors in Computing Systems*. CHI 2018. ACM, New York, NY. 223 – 236. **Best Paper Honorable Mention**

Haijun Xia, Ken Hinckley, Michel Pahud, Xiao Tu, Bill Buxton. *WritLarge: Ink Unleashed by Unified Scope, Action, & Zoom*. In *Proceedings of the ACM annual conference on Human Factors in Computing Systems*. CHI 2017. ACM, New York, NY. 3227-3240. **Best Paper Honorable Mention**

Haijun Xia, Bruno De Araujo, Daniel Wigdor. *Collection Objects: Enabling Fluid Formation and Manipulation of Aggregate Selections*. In *Proceedings of the ACM annual conference on Human Factors in Computing Systems*. CHI 2017. ACM, New York, NY. 5592-5604. **Best Paper Honorable Mention**

Haijun Xia, Bruno De Araujo, Tovi Grossman, Daniel Wigdor. *Object-Oriented Drawing*. In *Proceedings of the ACM annual conference on Human Factors in Computing Systems*. CHI 2016. 4610-4621. **Best Paper Award**

Haijun Xia, Tovi Grossman, George Fitzmaurice. *NanoStylus: Enhancing Input on Ultra-Small Displays with a Finger-Mounted Stylus*. In *Proceedings of the ACM symposium on user interface software and technology*. UIST 2015. ACM, New York, NY, 447-456.

Haijun Xia, Ricardo Jota, Ben McCanny, Zhe Yu, Clifton Forlines, Karan Singh, Daniel Wigdor. *Zero-Latency Tapping: Using Hover Information to Predict Touch Locations and Eliminate Touchdown Latency*. In *Proceedings of the ACM symposium on user interface software and technology*. UIST 2014. ACM, New York, NY, 205-214.

POSTER, DEMOS, and OTHERS

Haijun Xia. Object-Oriented Interaction: Enabling Direct Physical Manipulation of Abstract Content via Objectification. *In Proceedings of the ACM symposium on user interface software and technology, UIST 2016, (Adjunct).* ACM, New York, NY, USA, 13-16.

Haijun Xia, Jingning Zhang, Yeshuang Zhu, Chun Yu, Yuanchun Shi. Mobile Assistant: Enhancing Desktop Interaction Using Mobile Phone. *In Proceedings of the ACM international conference on Interactive tabletops and surfaces, ITS 2012.* ACM, New York, NY, USA, 379-382.

RESEARCH EXPERIENCE

Stanford University, CA

Visiting researcher with Professor Maneesh Agrawala.

June 2018 –Sept 2018

Cornell Tech, New York, NY

Visiting researcher. In collaboration with Mor NaaMan and Ken Perlin from New York University. Conducting research on novel interaction techniques in virtual reality.

Oct. 2017- Mar. 2018

Microsoft Research, Redmond, WA

Research intern in EPIC Group with Ken Hinckley, Michel Pahud, and Bill Buxton. Developed a whiteboard application for early stage design with pen and touch input.

2017

Microsoft Research, Redmond, WA

Research intern in Natural Interaction Group with Ken Hinckley, Michel Pahud, and Bill Buxton. Developed a whiteboard application for early stage design with pen and touch input.

2016

Autodesk Research, Toronto, Canada

Research intern in User Interface Research Group with Tovi Grossman. Developed a wearable device for fast and accurate input on ultra-small screens.

2015

Microsoft Research Asia, Beijing

Research intern in HCI Group with Koji Yatani. Developed a system to support ESL writing.

2013

INVITED TALKS

ACM SIGGRAPH 2018, BEST of SIGCHI, Invited Speaker, Vancouver, Canada

DataInk. Enabling Direct and Creative Data-Oriented Drawing

Aug, 2018

BlueDot, Toronto, Canada

DataInk. Enabling Direct and Creative Data-Oriented Drawing

May, 2018

11th Conference on Pen and Touch Technology in Education

Object-Oriented Representation. Enabling Direct Manipulation of Abstract Content

Oct, 2017

11th Conference on Pen and Touch Technology in Education

WritLarge: Ink Unleashed by Unified Scope, Action, & Zoom

Oct, 2017

Autodesk Research, Toronto, Canada

Zero-Latency Tapping: Using Hover Information to Predict Touch Locations and Eliminate Touchdown Latency

Sep, 2014

TECHNICAL SKILLS

Software Building interactive systems with OpenGL, DirectX, WPF, and Android

Hardware Building sensing techniques with micro controllers

Design 3D modeling using Maya, MeshMixer, and 123D Design

2D graphic design with Adobe Photoshop/Illustrator/Premiere

Fabrication Laser cutting and 3D printing

ACADEMIC SERVICES

Program Committee ACM CHI'17 Interactivity, CHI'18 Late Breaking Work, Chinese CHI'18

Reviewer ACM CHI'15 '16 '17 '18, ACM UIST'16 - 18, ACM GI'17, IEEE VIS'18

Student Volunteer ACM CHI'14