

Education

Hong Kong University of Science and Technology (Guangzhou) <i>Mphil of Computational Media and arts</i>	2023-current <i>Guangzhou, China</i>
The University of York <i>Master of Digital Heritage Award: merit</i>	2021-2022 <i>York, UK</i>
Guangzhou Academy of Fine Arts <i>Bachelor of Fine Art GPA: 3.5</i>	2017-2021 <i>Guangzhou, China</i>

Relevant Coursework

- Fieldwork Creation
- Conservation and Restoration of Artistic Heritage
- Analysis and Visualisation
- Museums, Audiences and Interpretation
- Virtual Reality and 3D Modelling
- Cross-disciplinary Design Thinking
- Assistive Technology Design
- AR/VR/MR/XR

Experience

Accessible and Pervasive User EXperience (APEX) Group HKUST <i>Research Assistant</i>	Mar 2023 – Aug 2023 <i>Guangzhou, China</i>
Beijing Qunxingyuan Technology and Culture Development Co, Ltd <i>Painting Restorer</i>	May 2020 – July 2020 <i>Beijing, China</i>
Training Center of Guangdong Museum of Art <i>Teaching Assistant</i>	Feb 2019 – Jun 2019 <i>Guangzhou, China</i>

Projects

- Ripples on Ruins** **2024**
- In an era dominated by technology and capital efficiency, our encounters with nature are increasingly mediated through digital platforms—whether through short videos, video games, or travel advertisements—highlighting the growing disconnect between humanity and the natural world. This exhibition explores the intricate relationship between nature, technology, and human sensory experience in contemporary society and seeks to provoke reflection on this phenomenon.
 - This proposal has been shortlisted for the Young Curators Program organized by Ennova Art Museum.
- Mural Lost** **2023**
- Based on Dunhuang culture, The Mural Lost designed a decryption adventure game that the visually impaired and ordinary people can play.
 - This project won the second prize in the 2023 CCF Technology Hackathon for the public good.
- Virtual Preservation** **2022**
- Master's Degree Dissertation.
 - The Guangzhou Canning Factory, a significant example of Chinese contemporary industrial heritage, was established in 1956 through a Soviet-Chinese collaboration and became the largest canning factory in Asia. Relocated to Conghua in 2008, the original site was abandoned and later transformed into the 'HongZhuan Factory' Art Area in 2009. However, in 2013, the area was marked for demolition due to the Guangzhou City Project, with demolition still ongoing. This study focuses on building 3D models of the site to evaluate their role in preserving and spreading knowledge, as well as exploring how different virtual models influence public perception of the site.
- 3D Reconstruction of the Cat Brain Neolithic Longhouse** **2020**
- The Cat Brain Neolithic Longhouse is an early Neolithic monument. I created a 3D reconstruction of it by referring to archaeological drawings, building facades inferred by archaeologists, and related documents.
- The Restoration of the Portrait of a Woman** **2020 – 2021**
- Undergraduate Final Year Project.
 - This project revolves around a local Chinese oil painting in the 1980s, Portrait of a Woman, provided by Guangzhou Academy of Fine Arts. On the basis of literature and experimental studies, including cross-sectional sampling and multispectral analysis, the current status of this work was analyzed and a restoration plan was further developed and implemented.
- Art Exhibition APP** **2019 – 2020**
- Based on ceramic culture, this project plan an online platform integrating exhibition, communication, creation, interaction and sales.

Technical Skills

Developer Tools:Unity 3D, 3Ds MAX, Sketchup, Figma

Publications

Qianjie Wei, **Jingling Zhang**, Pengqi Wang, Xiaofu Jin, Mingming Fan. Augmented Library: Toward Enriching Physical Library Experience Using HMD-Based Augmented Reality. The 17th International Symposium on Visual Information Communication and Interaction.(Accepted, In press)

Yuru Huang*, **Jingling Zhang***, Xiaofu Jin, Mingming Fan. Understanding Curators' Practices and Challenges of Making Exhibitions More Accessible for Blind and Low Vision People. The 25th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '23), October 22–25, 2023, New York, NY, USA. ACM, New York, NY, USA, 18 pages. <https://doi.org/10.1145/3597638.3608384>

Exhibition Experience

Graduation Exhibition of Guangzhou Academy of Fine Arts	2021
<i>Art Museum, Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
ICON and GOLD	2019
<i>E702 Exhibition Hall, Oil Painting Department, The Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Silk Road Zen Light	2019
<i>E705 Exhibition Hall, The Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Seek Nature	2018
<i>Art Museum, Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>

Awards

Shortlisted for the Young Curators Program	2024
<i>Ennova Art Museum</i>	<i>Hebei, China</i>
The second prize	2023
<i>CCF Technology Hackathon for the public good</i>	<i>Zhejiang, China</i>
Merit Student	2019
<i>Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Third Prize Scholarship	2019
<i>The Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Outstanding President	2019
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Outstanding Member	2018
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Honorable Mention	2018
<i>China Youth Photography Exhibition</i>	<i>Beijing, China</i>
The Third Prize “Conda” Scholarship	2018
<i>Ningbo high-tech zone Kangda art new materials Co., LTD</i>	<i>Ningbo, China</i>
Best Debater	2018
<i>Debating Competition of The Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>