

Education

Hong Kong University of Science and Technology (Guangzhou)

Mphil of Computational Media and arts

2023-current

Guangzhou, China

The University of York

Master of Digital Heritage

2021-2022

York, UK

Guangzhou Academy of Fine Arts

Bachelor of Fine Art

2017-2021

Guangzhou, China

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

Research Assistant

Mar 2023 – Aug 2023

Guangzhou, China

Beijing Qunxingyuan Technology and Culture Development Co, Ltd

Painting Restorer

May 2020 – July 2020

Beijing, China

Training Center of Guangdong Museum of Art

Teaching Assistant

Feb 2019 – Jun 2019

Guangzhou, China

Projects

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.

Tiger is coming

2022

- This project is a museum education resource under the direction of the Education Commissioner of Leeds Museum, UK. The resource provides a range of activities for children visiting the museum, focusing on Leeds tigers, the environment they live in, how they adapt to life, and how people's activities affect their lives.

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

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 Works

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	
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Merit Student	2019
<i>Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Third Prize Scholarship	2019
<i>The Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Outstanding President	2019
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Outstanding Member	2018
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangzhou, China</i>
Honorable Mention	2018
<i>China Youth Photography Exhibition</i>	<i>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>