

Education

Hong Kong University of Science and Technology (Guangzhou) (QS Ranking: 47) <i>Doctor of Philosophy, Major in Computational Media and arts</i>	2025–current <i>Guangzhou, China</i>
Hong Kong University of Science and Technology (Guangzhou) (QS Ranking: 47) <i>Master of Philosophy, Major in Computational Media and arts</i>	2023–2025 <i>Guangzhou, China</i>
The University of York (QS Ranking: 184) <i>Master of Science, Major in Digital Heritage (QS Subject Ranking: 79) Award: Merit</i>	2021–2022 <i>York, UK</i>
Guangzhou Academy of Fine Arts <i>Bachelor of Fine Art, Major in Painting (Soft Science China University Subject Ranking: 3) GPA: 3.5</i>	2017–2021 <i>Guangzhou, China</i>

Technical Skills

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

Publications

Beiyan Cao, Changyang He, **Jingling Zhang**, Muzhi Zhou, Mingming Fan. Practices and Challenges of Online Love-seeking Among Deaf or Hard of Hearing People: A Case Study in China. The 27th ACM Conference on Computer-Supported Cooperative Work and Social Computing(CSCW '24)(CCF-A). Interact. 9, 2, Article CSCW150 (May 2025), 31 pages. <https://doi.org/10.1145/3711048>

Qianjie Wei, **Jingling Zhang**, Pengqi Wang, Xiaofu Jin, and Mingming Fan. 2024. Augmented Library: Toward Enriching Physical Library Experience Using HMD-Based Augmented Reality. In Proceedings of the 17th International Symposium on Visual Information Communication and Interaction (VINCI '24). Association for Computing Machinery, New York, NY, USA, Article 7, 1–5. <https://doi.org/10.1145/3678698.3687174>

Jingling Zhang* (Co-first author), Qianjie Wei*, Xiaoying Wei, Mingming Fan. Exploring the Design of Virtual Reality Museums to Support Remote Visitation With Older Adults. arXiv preprint arXiv:2410.15092, 2024.

Yuru Huang*, **Jingling Zhang* (Co-first author)**, 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)(CCF-C), October 22–25, 2023, New York, NY, USA. ACM, New York, NY, USA, 18 pages. <https://doi.org/10.1145/3597638.3608384>

Projects

Dragon Realm Quest 2025

- This is a scalable, multi-sensory game solution. Players assume the roles of various dragons to explore, uncover mysteries, and engage in combat. The multi-sensory design ensures accessibility for visually impaired users, while the modular architecture supports user-generated map customization, offering an enriched and adaptable gameplay experience.
- This project was featured in the “Endless Vitality: Seeking Dragons in China” exhibition, jointly organized by the Palace Museum in Beijing and the Hong Kong Jockey Club.

Metaverse community for mental well-being 2023–2025

- This project creates a virtual reality space to reduce stress among campus faculty and students, using color, music, interaction, and evidence-based relaxation techniques.
- This project won the best environmental award, best creative design award, and best practical design award for Cultural and Creative Design Competition organized by Red Bird Maker Space, Hong Kong University of Science and Technology (Guangzhou).

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 China Computer Federation (CCF) Technology Hackathon for the public good.

3D Reconstruction of the Cat Brain Neolithic Longhouse

2022

- 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

- The 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.
- Undergraduate Final Year Project.
- The restored works and the restoration plan have been exhibited in the Art Museum of Guangzhou Academy of Fine Arts for many times.

CeramiX

2019 – 2020

- Based on ceramic culture, this project plan an online platform integrating exhibition, communication, creation, interaction and sales.

Work Experience

Time Network Technology Co., Ltd.

Nov 2022 – Jan 2023

Exhibition Project Manager

Guangzhou, China

- Contributed to the planning and design of the exhibition for Ping An Bank

Beijing Qunxingyuan Technology and Culture Development Co, Ltd

May 2020 – July 2020

Painting Restorer

Beijing, China

- Completed restoration of multiple artworks.
- Participated in the filming of a cultural heritage restoration video.

Training Center of Guangdong Museum of Art

Feb 2019 – Jun 2019

Teaching Assistant

Guangzhou, China

- Led children on exhibition visits and provided artistic guidance.
- Coordinated and planned the exhibition of children's artworks.

Experience in Fund and Forum Support

National Art Fund Talent Development Project

October 2019

Guangzhou Academy of Fine Arts

Guangzhou, China

- Supported the organization and compilation of application materials.
- Assisted in scheduling and logistical arrangements for project-related activities.

International High-Level Academic Forum on Art Preservation and Restoration.

April 2019

Guangzhou Academy of Fine Arts

Guangzhou, China

- Assisted in contacting speakers and coordinating schedules.
- Conducted on-site photography to document key preparation activities and team collaborations.

Exhibition Experience

Endless Vitality: Seeking Dragons in China

2025

The Hong Kong Fringe Club

HongKong, China

Graduation Exhibition of Guangzhou Academy of Fine Arts

2021

Art Museum, Guangzhou Academy of Fine Arts

Guangzhou, China

ICON and GOLD

2019

E702 Exhibition Hall, Oil Painting Department, The Guangzhou Academy of Fine Arts

Guangzhou, China

Silk Road Zen Light

2019

E705 Exhibition Hall, Guangzhou Academy of Fine Arts

Guangzhou, China

Seek Nature

2018

Art Museum, Guangzhou Academy of Fine Arts

Guangzhou, China

Endless Vitality

2017

E4 Space, Guangzhou Academy of Fine Arts

Guangzhou, China

Awards

The Best Practical Design Award	2025
<i>Hong Kong University of Science and Technology (Guangzhou)</i>	<i>HongKong, China</i>
The Best Creative Design Award	2025
<i>Hong Kong University of Science and Technology (Guangzhou)</i>	<i>HongKong, China</i>
The Best Environmental Award	2025
<i>Hong Kong University of Science and Technology (Guangzhou)</i>	<i>HongKong, China</i>
Postgraduate Studentship	2023-2025
<i>Hong Kong University of Science and Technology (Guangzhou)</i>	<i>HongKong, China</i>
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>
Third Prize Scholarship	2020
<i>The 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>
Public Service and Volunteering	
Designing and Developing Games for the Blind and Low Vision Community	2023
<i>China Computer Federation Technology Hackathon for the public good</i>	<i>Zhejiang, China</i>
Conference Assistant (Registration Assistance and Event Materials Mreparation)	2023
<i>International Finance Forum</i>	<i>Guangdong, China</i>
Student Leadership and Club Involvemente	
President	2018-2019
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Vice President	2018-2019
<i>Changwen Club (Cultural Heritage and Traditional Crafts Club), Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Member	2017-2018
<i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>
Member	2017-2018
<i>Changwen Club (Cultural Heritage and Traditional Crafts Club), Guangzhou Academy of Fine Arts</i>	<i>Guangdong, China</i>