JINGLING ZHANG

📞 86 18819181136 ✉ jingling.z.1101@gmail.com

Education

Hong Kong University of Science and Technology (Guangzhou) (QS Ranking: 47) **2023–current**
Master of Philosophy, Major in Computational Media and arts *Guangzhou, China*

The University of York (QS Ranking: 184) **2021–2022**
Master of Science, Major in Digital Heritage (QS Subject Ranking: 79) Award: Merit *York, UK*

Guangzhou Academy of Fine Arts **2017–2021**
Bachelor of Fine Art, Major in Painting (Soft Science China University Subject Ranking: 3) GPA: 3.5 *Guangzhou, China*

Core Coursework

- Fieldwork Creation
- Conservation and Restoration of Artistic Heritage
- Assistive Technology Design
- Cross-disciplinary Design Thinking
- Museums, Audiences and Interpretation
- AR/VR/MR/XR

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) (Acceptance after revision)

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 (VINCI '24).(Accepted, In press)

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), October 22–25, 2023, New York, NY, USA. ACM, New York, NY, USA, 18 pages. https://doi.org/10.1145/3597638.3608384

Projects

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

Accessible and Pervasive User EXperience (APEX) Group HKUST Feb 2023 − Aug 2023
Research Assistant *Guangzhou, China*
- Assisted research for better computing accessibility, especially for seniors and people with disabilities.
- Collaborated on the analysis and enhancement of user interfaces to improve overall user experiences.
- Published an academic paper.

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

Training Center of Guangdong Museum of Art Feb 2019 − Jun 2019
Teaching Assistant *Guangzhou, China*
- Leaded 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

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

Postgraduate Studentship   **2023-2025**
Hong Kong University of Science and Technology (Guangzhou)   *HongKong, China*

Shortlisted for the Young Curators Program   **2024**
Ennova Art Museum   *Hebei, China*

The Second Prize   **2023**
CCF Technology Hackathon for the public good   *Zhejiang, China*

Merit Student   **2019**
Guangzhou Academy of Fine Arts   *Guangdong, China*

Third Prize Scholarship   **2019**
The Guangzhou Academy of Fine Arts   *Guangdong, China*

Outstanding President   **2019**
Information Department of the Student Union, Guangzhou Academy of Fine Arts   *Guangdong, China*

Outstanding Member   **2018**
Information Department of the Student Union, Guangzhou Academy of Fine Arts   *Guangdong, China*

Honorable Mention   **2018**
China Youth Photography Exhibition   *Beijing, China*

The Third Prize "Conda" Scholarship   **2018**
Ningbo high-tech zone Kangda art new materials Co., LTD   *Ningbo, China*

Best Debater   **2018**
Debating Competition of The Guangzhou Academy of Fine Arts   *Guangzhou, China*

Public Service and Volunteering

Designing and Developing Games for the Blind and Low Vision Community   **2023**
China Computer Federation Technology Hackathon for the public good   *Zhejiang, China*

Conference Assistant (Registration Assistance and Event Materials Mreparation)   **2023**
International Finance Forum   *Guangdong, China*

Student Leadership and Club Involvemente

President   **2018-2019**
Information Department of the Student Union, Guangzhou Academy of Fine Arts   *Guangdong, China*

Vice President   **2018-2019**
Changwen Club (Cultural Heritage and Traditional Crafts Club), Guangzhou Academy of Fine Arts   *Guangdong, China*

Member   **2017-2018**
Information Department of the Student Union, Guangzhou Academy of Fine Arts   *Guangdong, China*

Member   **2017-2018**
Changwen Club (Cultural Heritage and Traditional Crafts Club), Guangzhou Academy of Fine Arts   *Guangdong, China*