

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 Award: merit

2021-2022

York, UK

Guangzhou Academy of Fine Arts

Bachelor of Fine Art GPA: 3.5

2017-2021

Guangzhou, China

Publications

Beiyao Cao, **Jingling Zhang**, Changyang He, 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 major revision) (Core A; Top 16%)

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> (Core A; Top 16%)

Projects

AI-Enhanced Interactive Journey of Ming Dynasty Attire

Ongoing

- Based on the needs of the Shandong Museum, this project aims to digitally reconstruct Ming Dynasty attire and historical life scenes, using the 26 stories from Xu Xianqing's Official Career Picture as a narrative framework. It showcases the dressing rules for formal court attire, ceremonial robes, and everyday clothing, highlighting the traditional Chinese emphasis on "ritual" and "clothing."

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 is a vital part of Chinese industrial heritage, but it faced the threat of demolition. 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.

CeramiX

2019 – 2020

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

Experience

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>

Exhibition Experience

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

Awards

Shortlisted for the Young Curators Program <i>Ennova Art Museum</i>	2024 <i>Hebei, China</i>
Postgraduate Studentship <i>Hong Kong University of Science and Technology (Guangzhou)</i>	2023-2025 <i>HongKong, China</i>
The second prize <i>CCF Technology Hackathon for the public good</i>	2023 <i>Zhejiang, China</i>
Merit Student <i>Guangzhou Academy of Fine Arts</i>	2019 <i>Guangdong, China</i>
Third Prize Scholarship <i>The Guangzhou Academy of Fine Arts</i>	2019 <i>Guangdong, China</i>
Outstanding President <i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	2019 <i>Guangdong, China</i>
Outstanding Member <i>Information Department of the Student Union, Guangzhou Academy of Fine Arts</i>	2018 <i>Guangdong, China</i>
Honorable Mention <i>China Youth Photography Exhibition</i>	2018 <i>Beijing, China</i>
The Third Prize “Conda” Scholarship <i>Ningbo high-tech zone Kangda art new materials Co., LTD</i>	2018 <i>Ningbo, China</i>
Best Debater <i>Debating Competition of The Guangzhou Academy of Fine Arts</i>	2018 <i>Guangzhou, China</i>

Technical Skills

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

Relevant Coursework

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