

# Xiangtong Chu

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## RESEARCH INTERESTS

I am currently a 4th-year Ph.D. candidate at Zhejiang University, under the co-supervision of Prof. Yingcai Wu and Prof. Hui Zhang. My research revolves around the intersection of computer and sports science. My work encompasses Sports Visual Analytics, Immersive Analytics, and Human-Computer Interaction. Presently, I am exploring visualizations and interactions for sports videos in an immersive environment, aiming to enhance users' understanding of games. Additionally, I am conducting research on multi-agent reinforcement learning and technical-tactical analysis to improve players' performance.

## EDUCATION

**Zhejiang University**, Hangzhou, China

- Ph.D. Candidate in Sports Pedagogy and Coaching Science Sep 2020 – Jun 2025 (expected)
  - Supervisors: Prof. Yingcai Wu and Prof. Hui Zhang
  - "Humanities + X" Interdisciplinary Joint Education Program

**Central South University**, Hunan, China

- B.Eng. in Internet of Things Engineering Sep 2016 – Jun 2020

## INTERNSHIP

**Zhejiang Lab**, Hangzhou, China

- Research Intern, Research Center for Integrated Intelligence Jan 2020 – Sep 2020
  - Supervisors: Prof. Yingcai Wu and Prof. Wei Chen

## PUBLICATIONS

- S. Ye, Z. Chen, X. Chu, K. Li, J. Luo, G. Geng, Y. Wu. **PuzzleFixer: A Visual Reassembly System for Immersive Fragments Restoration**. IEEE Transactions on Visualization and Computer Graphics. 29(1): 429-439 (2023). Also appears in IEEE VIS 2022.
- X. Chu, X. Xie, S. Ye, H. Lu, H. Xiao, Z. Yuan, Z. Chen, H. Zhang, Y. Wu. **TIVEE: Visual Exploration and Explanation of Badminton Tactics in Immersive Visualizations**. IEEE Transactions on Visualization and Computer Graphics. 28(1): 118-128 (2022). Also appears in IEEE VIS 2021.
- Z. Chen, S. Ye, X. Chu, H. Xia, H. Zhang, H. Qu, Y. Wu. **Augmenting Sports Videos with VisCommentator**. IEEE Transactions on Visualization and Computer Graphics. 28(1): 824-834 (2022). Also appears in IEEE VIS 2021.
- S. Ye, Z. Chen, X. Chu, Y. Wang, S. Fu, L. Shen, K. Zhou, Y. Wu. **ShuttleSpace: Exploring and Analyzing Movement Trajectory in Immersive Visualization**. IEEE Transactions on Visualization and Computer Graphics. 27(2): 860-869 (2021). Also appears in IEEE InfoVis 2020.
- S. Ye, X. Chu, Y. Wu. **A Survey on Immersive Visualization**. Journal of Computer-Aided Design & Computer Graphics. 33(4):497-207 (2021).

## SERVICE

### Reviewing

- CHI, CHI LBW, ChinaVis, IACSS 2023
- ChinaVis, ChinaVR, ICIG 2021

### Student Volunteering

- IACSS 2023

## TEACHING

- History of Computer Science Thought (Head TA) 2023
- Cross Media Visualization 2022
- Information Visualization
- International Visualization Summer School of ZJU (HTML&CSS)
- International Visualization Summer School of ZJU 2021

## AWARDS & SCHOLARSHIPS

- Outstanding Graduate Award, Zhejiang University 2021, 2022, 2023
- Academic Excellence Scholarship, Zhejiang University 2023
- National Scholarship, Ministry of Education of China 2017

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