

# Tommy (Xiuqi) Zhu

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## Research Summary

My research focuses on integrating multimodal large language models (MLLMs) into XR to:

1. Seamlessly interpret, understand, and respond to users' environments and needs in real-time, enabling XR to support complex, collaborative, and everyday multi-user tasks.
2. Transform interactive educational content into dynamic, personalized, and memorable simulation-based learning experiences through AI-driven, adaptive instruction.

## Research Interests

Virtual Reality, Extended Reality, HCI, Educational Social Computing, Hybrid Communication, Conversational Agents, Teacher-AI Collaboration

## Education

- 2023–2028 **Ph.D. in Interdisciplinary Design and Media**  
(Expected) **Northeastern University**, Boston, MA  
Advisor: Prof. Eileen McGivney
- 2019–2023 **B.A. in Digital Media Arts**  
**Communication University of China**, Beijing  
Advisor: Prof. Min Fan

## Publications

\* denotes equal contribution. "Xiuqi Zhu" and "Xiuqi Tommy Zhu" both refer to the same author.

### Peer-reviewed Full Conference and Journal Publications

- C.1 **Xiuqi Zhu**, Cenyi Wang, Zichun Guo, Yifan Zhao, Yang Jiao. (2023) *Can You Move It?: The Design and Evaluate of Moving Shots in VR Sports Broadcast*. *IEEE ISMAR 2023*. <https://ieeexplore.ieee.org/abstract/document/10316354>

### Posters, Extended Abstracts, Workshop Papers and Technical Reports

- P.3 **Xiuqi Tommy Zhu**, Mingxin Cheng, Heidi Cheerman, Sheri Kiami, Leanne Chukoskie, Eileen McGivney. (2025) *Designing VR Simulation System for Clinical Communication Training with LLMs-Based Embodied Conversational Agents*. *CHI EA Late-Breaking Work 2025*. <https://arxiv.org/abs/2503.01767>
- P.2 **Xiuqi Zhu**, Min Fan, Zhuohao Wu, Jiayi Lu, Yukai Liu. (2023) *Co-Space: A Tangible System Supporting Social Attention and Social Behavioral Development through Embodied Play for Children with Autism Spectrum Disorder*. *IDC '23*. <https://doi.org/10.1145/3585088.3593911>
- P.1 **Xiuqi Zhu**, Jingyu Zhang, Tongyang Liu, Gang He. (2022) *An Initial Attempt to Build a Natural Sounds Library based on Heuristic Evaluation*. *HCII Poster 2022*. [https://doi.org/10.1007/978-3-031-19679-9\\_90](https://doi.org/10.1007/978-3-031-19679-9_90)

### Under-review Manuscripts, Working in Progress and Preparation

- U.1 Yixuan Li\*, Shuai Wang\*, **Xiuqi Tommy Zhu**, Rui Zhang, Yang Jiao. (2025) *HaptiFab: A Wearable Toolkit Supports the Integration of Haptic Actuator and Fabric for Interdisciplinary Design*. *Work-in-progress*
- U.2 **Xiuqi Tommy Zhu**, Ziyue Qiu, Ye Wei, Jianhao Wang, Yang Jiao. (2024) *Understanding the Practice, Perception, and Challenge of Blind or Low Vision Students Learning through Accessible Technologies in Non-Inclusive 'Blind College'*. *Minor Revision in IJHCI*. <https://arxiv.org/abs/2501.07736>

## Professional Experience

- 2024–Present **Graduate Research Assistant**  
**Northeastern University**, with Prof. Eileen McGivney
- 2023–2024 **Graduate Research Assistant**  
**Northeastern University**, with Prof. Dakuo Wang
- 2021–2023 **Research Intern (Outstanding Top 5%)**  
**The Future Lab, Tsinghua University**, Beijing  
Mentor: Prof. Yang Jiao and Prof. Yingqing Xu
- 2022–2023 **User Research Intern**  
**Lark Design, ByteDance**, Beijing  
Designed and evaluated a People System (HR+Team Management) using mixed-method insights
- 2022 **Teaching Assistant**  
**Communication University of China**  
Fundamentals of Interaction Design, with Prof. Min Fan

## Service

- Conference ACM CHI 2025  
Reviewer ACM CSCW 2024  
ACM IDC (2023–2024)  
ACM DIS 2024  
ACM Chinese CHI (2023–2024)
- Student ACM CHI 2024  
Volunteer

## Student Mentorship

- 2023–Present Yixuan Li (B.A. in Beijing Forestry University, now incoming Master in Tsinghua University)
- 2022–2023 Jiayi Lu (B.A. in Communication University of China)
- 2024 Feixue Han (M.S. in Northeastern University)

## Languages

- English Bilingual proficiency  
Mandarin Native

## Selected Awards

- 2022 **Global Runner-up (\$4200)**  
2022 HONOR Talents Global Design Competition

2021–2022 **First Prize**

Beijing University Student Animation Design Competition

## Technical Skills

Programming Languages C/C++, Python, Xcode, Unreal 5, Unity, SPSS

UX Skills Qualitative Research, Quantitative Research, Experiment Design, Data Analysis

Design Software Figma, Adobe Suite, Tableau, Blender, Arduino