

# Liuchuan Yu (He/Him)

CS PHD CANDIDATE | DEDICATED TO AI + XR

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“Stand Out Fit In”

## Summary

Currently a CS PhD candidate at George Mason University with research at the intersection of AI and XR, including VR, AR, and MR. Published and submitted to top-tier venues such as ACM CHI, IEEE VR, ISMAR, VRST, and Springer Virtual Reality journal. Brings broad software prototyping experience across iOS (OmniCounter, indoor navigation app), Android, Web, and embedded platforms, with strong coding skills in C, C++, Python, and C#. Demonstrated front-end and UI/UX design capability through multiple award-winning XR applications, including Silver Winners at the NY Product Design Awards, Indigo Design Awards, and MUSE Design Awards. Experienced in conversational and agentic AI development, having built Reality Copilot, a voice-first AI assistant powered by large multimodal models (FastVLM, SAM3, Gemini/OpenAI) for context-aware mixed reality interaction. Hands-on experience deploying LLMs and VLMs on edge devices, including running Qwen3/Llama/Gemma on Qualcomm Snapdragon via ExecuTorch with the QNN backend and integrating Apple's FastVLM for on-device multimodal inference; contributed upstream to PyTorch/ExecuTorch. Built a real-time multimodal streaming pipeline bridging Meta Project Aria egocentric glasses with Unity and Microsoft Platform for Situated Intelligence (psi). Previously interned at PICO Lab, ByteDance, where I served as a core contributor, and now I am a maintainer of XRToolkit (**Best Paper Award, SII 2026**), an open-source cross-platform framework for real-time XR robot teleoperation adopted by research labs at Georgia Tech, Stanford, CMU, Nvidia, and ByteDance Seed. Proficient with Meta Quest 2/Pro/3, HoloLens 2, and PICO 4 Ultra. Over five years of industry experience as a software and ML engineer. Selected as a Meta Project Aria academic research partner and featured on podcasts for impactful VR research. Passionate about rapid prototyping and validating next-generation AI-powered XR product concepts. Experienced with embedded hardware prototyping using Arduino, NVIDIA Jetson TX2/Orin, and 3D-printed enclosures for physical-digital integration.

## Education

### GMU (George Mason University)

Fairfax, VA, USA

PH.D. IN COMPUTER SCIENCE

Aug. 2021 - May. 2026 [Expected]

- Dissertation Topic: **AI-Assisted XR Applications for Human Performance Enhancement**
- **Design Computing and Extended Reality (DCXR)** group supervised by **Prof. Craig Yu**

### GMU (George Mason University)

Fairfax, VA, USA

M.S. IN COMPUTER SCIENCE

Aug. 2021 - May. 2024

- Distinguished Academic Achievement Award

### BJTU (Beijing Jiaotong University)

Haidian, Beijing, China

M.S. IN SOFTWARE ENGINEERING

Sep. 2017 - Jun. 2020

- Thesis: Research on Domain Adaptation and Task Porting Methods for Transfer Learning
- - **Transfer Learning Baseline Toolbox Based on Object Oriented Programming**
- - **Visualize Transfer Learning Datasets Visualizer**

### SDUST (Shandong University of Science and Technology)

Qingdao, Shandong, China

B.S. IN REMOTE SENSING SCIENCE AND TECHNOLOGY

Sep. 2011 - Jun. 2015

- Thesis: Design and Implementation of Photogrammetric Fundamental Algorithms Based on Qt
- - **YZCG - Photogrammetry Data Processing System**

## Work Experience [Intern & FTE]

### PICO Lab, ByteDance Inc.

San Jose, CA, USA

TELEOPERATION RESEARCH INTERN

May. 2025 - Aug. 2025

- Conduct research in robot teleoperation and human-robot interaction.
- Develop and evaluate novel control schemes for robotic systems using VR interfaces.
- Collaborated with sales teams to present technical details and prepare user manuals for company products.
- Implement and test integration of various input devices (gloves, motion trackers) for dexterous manipulation.
- Design and optimize stereo vision systems for enhanced spatial awareness.
- Prototype VR applications using Unity for robot teleoperation.
- Conduct user studies and performance evaluations.
- Collaborate with interdisciplinary team members on system integration.

## JingHang Co., Ltd.

PYTHON SOFTWARE ENGINEER

- Developed a standardized storage format for English examination data, including A-Level, IELTS, and TOEFL.
- Performed extraction, transformation, and loading (ETL) of unstructured data into a unified, structured format.
- Designed and implemented a web interface for seamless integration and usage by other departments.

Beijing, China

Mar. 2021 - Apr. 2021

## KoudaiCaifu Co., Ltd.

FINANCE DEVELOPMENT ENGINEER

- Managed and maintained the Intelligent Investment Consultant System, ensuring data stream accuracy and reliability.
- Identified and resolved bugs in the company's online systems and applications, ensuring smooth operations.
- Enhanced departmental efficiency by introducing innovative utilities and engineering methodologies.

Beijing, China

Aug. 2020 - Mar. 2021

## LinkDoc Co., Ltd.

PYTHON SYSTEM R&D ENGINEER

- Led the development, optimization, and maintenance of the Clinical Information Extraction System.
- Enhanced structural accuracy across multiple modules of electronic medical records (EMRs).
- Designed and maintained a PyCharm IDE plugin to support syntax highlighting, auto-completion, and function navigation for a Domain-Specific Language (DSL).

Beijing, China

Aug. 2018 - Dec. 2019

## EmoKit Co., Ltd.

MACHINE LEARNING ENGINEER

- Led research and development of machine learning algorithms to advance project outcomes.
- Applied machine learning techniques to support anti-fraud initiatives in the financial industry.
- Integrated advanced algorithms to drive project progress and efficiency.
- Established and introduced a centralized background algorithm center to streamline development and deployment.

Beijing, China

Feb. 2018 - Jul. 2018

## WaterTek Corp.

SOFTWARE ENGINEER

- Conducted research on the organization and storage of spatio-temporal big data to improve system efficiency.
- Developed, packaged, and maintained core algorithms using C/C++ for robust performance.
- Designed and implemented an indoor navigation application for the iOS platform.

Beijing, China

Jul. 2015 - Feb. 2018

## Esri China Co., Ltd.

TECHNOLOGY ENGINEER INTERN

- Developed prototypes using C#, C++, Java, HTML, and JavaScript on the ArcGIS platform to meet client requirements.
- Designed database structures and authored SQL queries to support application functionality.
- Collaborated with sales teams to present technical details and prepare user manuals for company products.

Beijing, China

Aug. 2014 - Feb. 2015

## Skills

<b>Programming</b>	Python, C#, C++, C, Java, Swift, JavaScript, SQL, LaTeX
<b>Platforms &amp; Tools</b>	Windows, Linux (Ubuntu), macOS, Android, iOS, Git, Bash, JetBrains IDEs, VS Code, Claude Code, Conda, Pixi
<b>Embedded &amp; Hardware</b>	Arduino, NVIDIA Jetson TX2, NVIDIA Jetson Orin
<b>Edge AI &amp; ML</b>	ExecuTorch, QNN (Qualcomm), PyTorch, LLM APIs (OpenAI, Gemini, Llama), FastVLM, SAM3, SAM3D
<b>XR Development</b>	Unity, Meta XR SDKs, Meta Quest 2/Pro/3, MRTK, HoloLens 2, Meta Project Aria Glasses, PICO 4 Ultra
<b>3D &amp; Fabrication</b>	3ds Max, Blender, 3D Scanning, 3D Printing, Laser Cutting
<b>Multimodal Frameworks</b>	Microsoft Platform for Situated Intelligence (psi)
<b>Multimedia</b>	Photoshop, Illustrator, Premiere Pro
<b>Languages</b>	English, Mandarin
<b>Soft Skills</b>	Rapid Prototyping, Interdisciplinary Collaboration, Problem Solving, Time Management, User Study Design

## Projects & Prototypes

### Aria-Psi Bridge (Egocentric Multimodal Streaming Pipeline)

C# / Unity / Python

DEVELOPER

- Integrated [Meta Project Aria](#) egocentric glasses with Unity and [Microsoft Platform for Situated Intelligence \(psi\)](#), building a real-time streaming pipeline for multimodal sensor data from the Aria glasses into a Unity 3D environment.
- Developed C# components in the [psi](#) framework to ingest and synchronize temporally-aligned Aria data streams, enabling live visualization and replay of egocentric recordings in Unity.
- [Streaming](#) | [Replay](#)

## LlamaDemo-ExecuTorch-QNN (Edge AI on Mobile)

Java / ExecuTorch / QNN

DEVELOPER

- Deployed LLMs (Qwen3, Llama, Gemma) on-device on a Qualcomm Snapdragon SM8550 Android phone (Samsung Galaxy S23) using Meta ExecuTorch with the Qualcomm QNN backend for hardware-accelerated inference.
- Forked and patched the official ExecuTorch Android LlamaDemo to fix QNN backend integration issues; published pre-built APKs and exported models on [Hugging Face](#).
- Independently integrated Apple's FastVLM (vision-language model) into the ExecuTorch QNN pipeline on Qualcomm SM8550, adapting the FastViTHD vision encoder for on-device inference; shared the working patch upstream ([PR#16536](#)), contributing to Qualcomm's official multi-modal VLM support in ExecuTorch.
- Contributed upstream to PyTorch/ExecuTorch ([PR#16011](#)).
- [LLM Example](#) | [VLM Example](#)

## Reality Copilot (Your Copilot in Real Reality)

Meta Horizon Start Developer Competition

DEVELOPER

- Reality Copilot is an AI assistant that understands and enhances our physical world in mixed reality.
- **Voice-First Interaction**, **Hardware Recording with Microphone and Speaker**, **Context-Aware Email**, Powered by **FastVLM**, **SAM3**, **SAM3D**, and **Gemini/OpenAI**.
- [Video](#) | [Devpost](#)

## XRoboToolkit (Cross-Platform XR Robot Teleoperation Framework)

C# / Unity / C++ / Python / Android

CORE CONTRIBUTOR & MAINTAINER

- Core contributor and maintainer of XRoboToolkit, an open-source cross-platform framework for real-time robot teleoperation via XR headsets (PICO 4 Ultra, Meta Quest), developed at PICO Lab, ByteDance.
- Built the Unity client (C#) for the XR interface, integrated low-latency video streaming (<100ms), and implemented controller-based robot command mapping for dexterous manipulation.
- Framework adopted by research labs at Georgia Tech, Stanford, CMU, Nvidia, and ByteDance Seed for humanoid teleoperation and data collection.
- Accepted to IEEE/SICE SII 2026. 150+ GitHub stars across repos (as of 02/16/2026).
- [Website](#) | [GitHub](#)

## HMC (Human Motion Creator)

Python

DEVELOPER

- **Text-to-Motion Generation**: Powered by [Tencent HY-Motion 1.0](#) and [Meta MHR \(Momentum Human Rig\)](#).
- **Meta XR-Ready**: Compatible with [SMPLX](#) and [Meta Movement SDK](#).
- **Easy Use**: FBX output with embedded animation.
- [Video](#) | [Code](#)

## Memoverse (🏆 LA Emergency Response Prize)

MIT Reality Hack 2025

DEVELOPER

- A mobile AR experience allows users to explore 3D scans of sites before the fire and share memories, preserving the essence of lost spaces and offering comfort to those affected.
- Team members: [Zihan Li](#), [Yan Zeng](#), [Tingting Luo](#), and [Ernest Choi](#).
- [Video](#) | [8th Wall](#)

## Float Mind (Finalist)

XR Design Challenge 2024

DEVELOPER

- Float Mind is an AI-powered MR gamified meditation app designed for stress relief and immersive relaxation.
- Team members: [Zihan Li](#), [Yan Zeng](#), [Tingting Luo](#), and [Shuqi Liao](#).
- **NY Product Design Awards 2025** | **Indigo Design Awards 2025** | **MUSE Design Awards 2025**
- [Short Video](#) | [Long Video](#) | [Walk-Through Video on Windows](#) | [Windows Executable](#) | [Github](#)

## Meal Master (Finalist)

XR Design Challenge 2024

DEVELOPER

- The Meal Master is an innovative MR cooking assistant designed to help users make informed, healthy meal choices while simplifying the cooking process.
- Team members: [Yvie Zhang](#)
- [Video](#)

## BloomCraft: Garden Guardians (🏆 Best Real-Word Game Prize)

Niantic Studio

CORE DEVELOPER

- Discover, plant, and protect a sunflower in our game! Help from Red Bird, water from clouds, and guard against bugs in this interactive adventure.
- Team members: [Yvie Zhang](#) [Artistic Designer], [Manuel Rebol](#) [User Experience], and [Hurriyet Ok](#) [Project Manager].
- [Video](#) | [8th Wall](#)

## HoloLens 2 Mount (3D Printed Hardware Mount)

3D Printing

DEVELOPER

- Designed and 3D-printed a custom tripod mount for HoloLens 2 to enable stable, hands-free operation for research and spectator view capture.
- Modeled parts in 3ds Max, iterated on print settings (resolution, infill), and integrated with off-the-shelf machine screws for structural rigidity.

## OmniCounter (iOS App)

Objective-C/Swift

DEVELOPER

- OmniCounter is a Fully Functional Calculator that supports basic, scientific, trigonometry, algebra, calculus, combinatorics, datetime, economics, geometry, matrix, vector, number theory, statistics, and so on.

## conda-env-export (PYPI Package)

Python

DEVELOPER

- It's a useful PyPI package that aims to export conda env dependencies and pip requirements to ONE yml file.

## Watermark Terminator (PDF Utility)

Python

DEVELOPER

- It's a simple but powerful application to remove text and/or image watermarks in PDF files and output PDF and/or DOCX files.

## 3to1 (Online Course Utility)

Python

DEVELOPER

- It's designed to merge 3 kinds of online course resources (\*.swf, \*.grf, \*.xml) into 1 video.

## Honors & Awards

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2026 Mar	<b>Guest Lecturer</b> , <a href="#">Spring 2026: Computer Graphics</a>	Rutgers University
2026 Mar	<b>Best Poster Award</b> , <a href="#">Construction Research Congress 2026</a>	CRC 2026
2026 Feb	<b>Best Paper Award</b> , <a href="#">XRoboToolkit</a>	SII 2026
2025 Dec	<b>PyTorch/ExecuTorch Contributor</b> , <a href="#">PR#16011</a>	Meta
2025 Apr	<b>Silver Winner - Social Design: Design for Society</b> , <a href="#">Float Mind</a>	NY Product Design Awards 2025
2025 Apr	<b>Silver Winner - Virtual Reality (VR) Design</b> , <a href="#">Float Mind</a>	Indigo Design Awards 2025
2025 Apr	<b>Silver Winner - UX, Interface &amp; Navigation for Games</b> , <a href="#">Float Mind</a>	Indigo Design Awards 2025
2025 Mar	<b>Silver Winner - Product Design: Gaming, AR &amp; VR</b> , <a href="#">Float Mind</a>	MUSE Design Awards 2025
2025 Jan	<b>LA Emergency Response Prize</b> , <a href="#">Memoverse</a>	MIT Reality Hack 2025
2025 Jan	<b>XR Design Challenge 2024 Finalist</b> , <a href="#">Float Mind</a>	Immersive Insiders w/ Meta etc.
2025 Jan	<b>XR Design Challenge 2024 Finalist</b> , <a href="#">Meal Master</a>	Immersive Insiders w/ Meta etc.
2024 Dec	<b>Panel Member</b> , <a href="#">AR/VR User Research Panel</a>	Meta
2024 Oct	<b>Best Real-World Game Prize</b> , <a href="#">BloomCraft: Garden Guardians</a>	Niantic Create & Play Challenge
2024 Fall	<b>CSCI 6907-83 Guest Speaker &amp; Project Mentor</b> , <a href="#">Advanced Topics in Augmented Reality (AR)</a>	GWU
2024 Jul	<b>Academic Partner</b> , <a href="#">Project Aria Research Partnership Program</a>	Meta
2024 Jul	<b>VR Work Featured on Podcast</b> , <a href="#">VR Simulations and ADHD in Construction</a>	Peggy Smedley Show
2024 Jun	<b>ACM Professional Membership</b> , EICS 2024 Reviewing Appreciation	ACM
2024 May	<b>Distinguished Academic Achievement Award</b> , Computer Science Department	GMU
2024 Apr	<b>2024 Summer GRA Fellowship</b> , <a href="#">Center for Advancing Human-Machine Partnership (CAHMP)</a>	GMU

## Publication

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### Unsupervised Clustering of Team Situation Awareness Via Cross Recurrence

#### Quantification Analysis of Psychophysiological Metrics [ISARC 2026]

Singapore

CHING-YU CHENG; **LIUCHUAN YU**; LAP-FAI YU; BEHZAD ESMAELI

Jun. 2026

### HieraVisVR: Hierarchical Visual Analytics for Motion-Centric VR Playtesting [CHI 2026]

Barcelona, Spain

YONGQI ZHANG; ERDEM MURAT; **LIUCHUAN YU**; HAIKUN HUANG; MINSOO CHOI; CHRISTOS MOUSAS; LAP-FAI YU

Apr. 2026

### Reality Copilot: Voice-First Human-AI Collaboration in Mixed Reality Using Large Multimodal Models

arXiv


**LIUCHUAN YU**; YONGQI ZHANG; LAP-FAI YU

### Understanding the Needs and Challenges of Developing Robot Teleoperation Applications using Mixed Reality Headsets [AHFE 2026]


Istanbul, Türkiye

**LIUCHUAN YU**; KE JING; ZHIGEN ZHAO; NING YANG; ZHICONG LU

Jul. 2026

**Multimodal Psychophysiological Analysis for Team Situation Awareness in Simulated Construction Environments [CRC 2026]** San Antonio, Texas, USA  
 CHING-YU CHENG; **LIUCHUAN YU**; LAP-FAI YU; BEHZAD ESMAEILI Mar. 2026  
 **Best Poster Award**

**Enriching Physical-Virtual Interaction in AR Gaming by Tracking Identical Objects via an Egocentric Partial Observation Frame [Virtual Reality]** Springer  
**LIUCHUAN YU**; CHING-I HUANG; HSUEH-CHENG WANG; LAP-FAI YU

**XRoboToolkit: A Cross-Platform Framework for Robot Teleoperation [SII 2026]** Cancun, Mexico  
 ZHIGEN ZHAO; **LIUCHUAN YU**; KE JING; NING YANG Jan. 2026  
 **Best Paper Award**

**Col-Con: A Collaborative and Configurable VR Platform for Construction — A Pipe Installation Case Study [Virtual Reality]** Springer  
**LIUCHUAN YU**; CHING-YU CHENG; WILLIAM F RANC; JOSHUA DOW; MICHAEL SZILAGYI; HAIKUN HUANG; SUNGSOO RAY HONG; BEHZAD ESMAEILI; LAP-FAI YU

**You Are Not Alone: Designing Body Doubling for ADHD in Virtual Reality** arXiv  
 ZINAT ARA; IMTIAZ BIN RAHIM; PUQI ZHOU; **LIUCHUAN YU**; BEHZAD ESMAEILI; LAP-FAI YU; SUNGSOO RAY HONG

**Memoverse: A Spatial WebAR Social Platform for Memories [VRST 2025]** Montreal, Canada  
**LIUCHUAN YU**; YAN ZENG; TINGTING LUO; ZIHAN LI Nov. 2025

**FloatMind: AI-Driven Emotional Engagement for Gamified Meditation in Mixed Reality [ISMAR 2025]** Daejeon, South Korea  
**LIUCHUAN YU**; SHUQI LIAO; YAN ZENG; TINGTING LUO; ZIHAN LI Oct. 2025

**Multi-Player VR Marble Run Game for Physics Co-Learning [ISMAR 2025]** Daejeon, South Korea  
 WILLIAM RANC; THANH NGUYEN; **LIUCHUAN YU**; YONGQI ZHANG; MINYOUNG KIM; HAIKUN HUANG; LAP-FAI YU Oct. 2025

**Visual Allocation of Teams In The Construction Industry: Team Situation Awareness Under Information Overload In Human-AI Collaboration [AHFE 2025]** Orlando, Florida, USA  
 CHING-YU CHENG; **LIUCHUAN YU**; LAP-FAI YU; BEHZAD ESMAEILI Jul. 2025

**Player-Centric Difficulty Prediction for Parameterized VR Platformer Gameplay [Under Review]** IEEE Transactions on Visualization and Computer Graphic  
 ERDEM MURAT; **LIUCHUAN YU**; SIRAJ SABAH; HAIKUN HUANG; LAP-FAI YU

**HoloCook: A Real-Time Remote Mixed Reality Cooking Tutoring System [HCII 2024]** Washington DC, USA  
**LIUCHUAN YU**; BO HAN; SONGQING CHEN; LAP-FAI YU Jul. 2024

**HoloAAC: A Mixed Reality AAC Application for People with Expressive Language Difficulties [HCII 2024]** Washington DC, USA  
**LIUCHUAN YU**; HUINING FENG; RAWAN ALGHOFALI; BOYOUNG BYUN; TIFFANY O'NEAL; SWATI RAMPALLI; YOOSUN CHUNG; VIVIAN GENARO MOTTI; LAP-FAI YU Jul. 2024

**Establishing Design Computing and Extended Reality Facilities for Remote Virtual Reality Training [IEEEVR 2023]** Shanghai, China  
 LAP-FAI YU; CHANGYANG LI; YONGQI ZHANG; RAWAN ALGHOFALI; HAIKUN HUANG; **LIUCHUAN YU**; HUIMIN LIU; MINSOO CHOI; BRENDA BANNAN; CHRISTOS MOUSAS Mar. 2023

**Synthesizing Shared Space Virtual Reality Fire Evacuation Training Drills [ISMAR 2022]** Singapore, Singapore  
 HUIMIN LIU; MINSOO CHOI; **LIUCHUAN YU**; ALEXANDROS KOILIAS; LAP-FAI YU; CHRISTOS MOUSAS Oct. 2022

## Reviewing

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- 2026 **Reviewer**, ISMAR 2026 Papers
- 2026 **Reviewer**, Computer Animation and Virtual Worlds
- 2025 **Reviewer**, VRST 2025 Papers
- 2025 **Reviewer**, ISMAR 2025 Papers
- 2025 **Reviewer**, Computer Animation and Virtual Worlds
- 2024 **Reviewer**, PRESENCE: Virtual and Augmented Reality
- 2024 **Reviewer**, CHI 2025 Papers
- 2024 **Reviewer**, IEEE VR 2025 Papers
- 2024 **Reviewer**, VRST 2024 Papers
- 2024 **Reviewer**, ISS 2024 Papers
- 2024 **Reviewer**, AutomotiveUI 2024 Works in Progress
- 2024 **Reviewer**, ISMAR 2024 Posters
- 2024 **Reviewer**, ISMAR 2024 Conference Papers
- 2024 **Reviewer**, ISMAR 2024 Journal Papers
- 2024 **Reviewer**, EICS 2024 Demos and Posters
- 2023 **Reviewer**, IEEE VR 2023 Workshop: Workshop: 3D Content Creation for Simulated Training in XR
- 2022 **Reviewer**, IEEE VR 2022 Workshop: 3D Content Creation for Sim. Training (TrainingXR)

## Graduate Research/Teaching Assistant

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### GRADUATE RESEARCH ASSISTANT

- 2024 **Summer**, Predicting Team Cohesion in Collaborative VR Construction Scenarios
- 2023 **Summer**, Multiplayer VR Construction Training Platform Using Quest Pro
- 2022 **Summer**, Supporting Dynamic Scene on AR Using HoloLens 2

### GRADUATE TEACHING ASSISTANT

- 2026 **Spring**, CS551 Computer Graphics
- 2025 **Fall**, CS685 Autonomous Robotics
- 2025 **Spring**, CS452 Virtual Reality
- 2024 **Fall**, CS551 Computer Graphics
- 2024 **Spring**, CS310 Data Structures
- 2023 **Fall**, CS452 Virtual Reality
- 2023 **Spring**, CS310 Data Structures
- 2022 **Fall**, CS310 Data Structures
- 2022 **Spring**, CS211 Object Oriented Programming
- 2021 **Fall**, CS211 Object Oriented Programming

## Volunteering

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- 2022 - **President**, Computer Science Graduate Student Association (CSGSA)
- 2021 **Volunteer**, Gradstravaganza Picnic

GMU

GMU