

Liuchuan Yu (He/Him)

CS PHD CANDIDATE | DEDICATED TO AI + XR

Los Angeles, CA, USA

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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 XRRoboToolkit (**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. **Creator of EgoKit**, a unified egocentric data collection toolkit supporting rapid prototyping, multimodal sensing, and cross-platform deployment. 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)

PH.D. IN COMPUTER SCIENCE

Fairfax, VA, USA

Aug. 2021 - Jul. 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)

M.S. IN COMPUTER SCIENCE

Fairfax, VA, USA

Aug. 2021 - May. 2024

- Distinguished Academic Achievement Award

BJTU (Beijing Jiaotong University)

M.S. IN SOFTWARE ENGINEERING

Haidian, Beijing, China

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)

B.S. IN REMOTE SENSING SCIENCE AND TECHNOLOGY

Qingdao, Shandong, China

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.

TELEOPERATION RESEARCH INTERN

San Jose, CA, USA

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

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

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 Exectable](#) | [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)	<i>Objective-C/Swift</i>
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)	<i>Python</i>
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)	<i>Python</i>
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)	<i>Python</i>
DEVELOPER	
It's designed to merge 3 kinds of online course resources (*.swf, *.grf, *.xml) into 1 video.	

Honors & Awards

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

Publication

Understanding the Needs and Challenges of Developing Robot Teleoperation Applications using Mixed Reality Headsets [AHFE 2026]	<i>Istanbul, Türkiye</i>
LIUCHUAN YU ; KE JING; ZHIGEN ZHAO; NING YANG; ZHICONG LU	<i>Jul. 2026</i>
LLM-Think-Alouds: Multimodal Player Experience Analysis for VR Playtesting [ISMAR 2026]	<i>Bari, Italy</i>
ERDEM MURAT; YONGQI ZHANG; LIUCHUAN YU ; SIRAJ SABAH; LAP-FAI YU	<i>Oct. 2026</i>
EgoKit: Towards Unified Low-Cost Egocentric Data Collection with Heterogeneous Devices	<i>arXiv</i>
LIUCHUAN YU ; ERDEM MURAT; BEICHEN WANG; YAN ZENG; TINGTING LUO; HUIZHEN ZHOU; SHANGHAO LI; HUINING FENG; ZHIGEN ZHAO; NING YANG; KE JING; YUNHAO LIU; RUOYA SHENG	
FCM-VR: Fuzzy Cognitive Mapping for Adaptive Training in VR — A Crane Operator Case Study [Virtual Reality] [Under Review]	<i>Springer</i>
LIUCHUAN YU ; CHING-YU CHENG; HAIKUN HUANG; BEHZAD ESMAEILI; LAP-FAI YU	

ISMAR 2026

Singapore

Jun. 2026

Barcelona, Spain

Apr. 2026

arXiv

San Antonio, Texas, USA



Mar. 2026

Springer

Cancun, Mexico



Jan. 2026

Springer

arXiv

Montreal, Canada

Nov. 2025

Daejeon, South Korea

Oct. 2025

Daejeon, South Korea

Oct. 2025

Orlando, Florida, USA

Jul. 2025

Washington DC, USA

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

- 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

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