Jia Zhang

PHD Candidate
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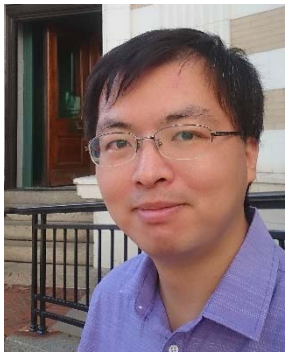

Education

National Taiwan Normal University (NTNU), Taipei, Taiwan — 2010 – 2017 (expected)
Graduate Institute of Information and Computer Education
PhD's degree, Computer Science

National Taiwan Normal University (NTNU), Taipei, Taiwan — 2014
Graduate Institute of Information and Computer Education
PhD Candidate **(GPA: 4.0)**

National Taiwan Normal University (NTNU), Taipei, Taiwan — 2008 - 2010
Master's degree, Computer Science **(GPA: 4.0)**

National Taiwan Normal University (NTNU), Taipei, Taiwan — 2003 - 2008
Bachelor's degree, Education/Teaching of the Gifted and Talented
Bachelor's degree, Industrial Technology Education **(Dual Degree, Average GPA: 3.61)**

Working and Leadership Experience

OH Laboratory, Human-Computer Interaction Institute, Carnegie Mellon University, USA — 2016 - Present
Visiting Scholar, Lab Website Chair
- ✧ Developed the AR's core technologies and new engine.
- ✧ Developed a part of the classroom sensing technologies.
- ✧ Research in adaptability and learning styles with AR setting.
- ✧ Lab logo design.

Intelligent Interactive Technology Learning Laboratory (IITL), NTNU, Taiwan — 2015 - Present
Lab Manager, NSC Project Manager, Research Group Leader
- ✧ Recruited and conducted orientations and training to new members.
- ✧ Developed the key technologies of laboratory.
- ✧ Evaluated effectiveness of research programs and recommended improvements.
- ✧ Assisted in development of budgets and controlled expenses within assigned budget.
- ✧ Implemented members discipline standards including for timekeeping and performances.

Intelligent Tutoring System Laboratory (ITS), NTNU, Taiwan — 2008 - Present
Research Assistant, NSC Project Manager, Research Group Leader
- ✧ Worked with Advisor to improve quality of laboratory processes.
- ✧ Developed the key technologies of laboratory.
- ✧ Supervised laboratory members to finish testing within deadlines.
- ✧ Conducted developmental trainings for laboratory members.
- ✧ Evaluated members' performance and provided appropriate feedback.

School of Continuing Education of Chinese Culture University (SCE) (External Cooperation) — 2014
Lecturer of Android Programing

TKB Learning Center (External Cooperation) — 2013 - 2014
Lecturer, Researcher of Learning Prediction

RSC Team — 2004 - 2008
Team Leader, Software Engineer

The College Entrance Examination Center (CEEC), Taiwan 2005 – 2006
Software developer

Kang Hsuan Educational Publishing Group (External Cooperation) 2000 – 2004
Manager of Intelligent Tutoring and Evaluation System Team

Skills

- ✧ Software development (Android、Windows Phone、.NET develop)
- ✧ Technology development (Augmented Reality engine、SVSS image recognition)
- ✧ Educational theory(Implicit learning strategies、Inquiry-based learning、Gifted and talented education)
- ✧ Programming language(Java、VB.NET、C#.NET)
- ✧ Other(Computer hardware assembly、2D Graphic Design、Server Maintenance)

Publication (2010 - Present)

Zhang, J., Ogan, A., Liu, T. C., Sung, Y. T., & Chang, K. E. (2016, September). The Influence of using Augmented Reality on Textbook Support for Learners of Different Learning Styles. In Mixed and Augmented Reality (ISMAR), 2016 IEEE International Symposium on (in press). IEEE.

Huang, Y. R., **Zhang, J.**, Liu, T. C., Sung, Y. T., Chang, K. E., & Yang, M. J. (2016, September). AR-Based Learning and AR Guides as Strategy in Two-Phase Learning Enhancement: A Case Study. In Mixed and Augmented Reality-Media, Art, Social Science, Humanities and Design (ISMAR-MASH'D), 2016 IEEE International Symposium on (in press). IEEE.

Zhang, J., Liu, T. C., Sung, Y. T., & Chang, K. E. (2015, September). Using Augmented Reality to Promote Homogeneity in Learning Achievement. In Mixed and Augmented Reality-Media, Art, Social Science, Humanities and Design (ISMAR-MASH'D), 2015 IEEE International Symposium on (pp. 1-5). IEEE. doi: 10.1109/ISMAR-MASHD.2015.17

Zhang, J., Hou, H. T., & Chang, K. E. (2014) UARE：Using Reality-Virtually-Reality (RVR) Models to Construct Ubiquitous AR Environment for e-Learning Context. Paper presented at the IEEE Technically Co-Sponsored Science and Information Conference 2014, August 27-29, 2014, London UK **(Best Poster Award)**

Zhang, J., Sung, Y., Hou, H., & Chang, K. (2014). The development and evaluation of an augmented reality-based armillary sphere for astronomical observation instruction. Computers & Education, 73(0), 178-188.

Zhang, J., Hou, H. T., and Chang, K.E..(2012,September). Designing a Streamlined Viewport Strategy System to Enhance Performance in Context Awareness in Mobile Learning Environments. Advanced Applied Informatics (IIAIAAI), 2012 IIAI International Conference on , pp.72,76, 20-22 Sept. 2012 doi: 10.1109/IIAI-AAI.2012.23

Zhang, J., Sung, Y.T., and Chang., K.E.(2011,October). Using a Mobile Digital Armillary Sphere (MDAS) in astronomical observation for primary school students, " in Proc. 2011 World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education, pp. 2632-2641. Chesapeake, VA: AACE. Available: http://www.editlib.org/p/39128.

Zhang, J., Sung, Y. T. and Chang, K. E. (2011, June). XePUB: Using RIA Model to Enhance the ePUB Standard. Poster session presented at the annual conference of the American Library Association 2011, New Orleans, LA.

Zhang, J. (2010). Using a Mobile Digital Armillary Sphere (MDAS) in astronomical observation for primary school students, M.S. thesis, Dept. Graduate Inst. of Information and Computer Educ., National Taiwan Normal Univ., Taipei, Taiwan

Publication (System Development, see on Acknowledgments)

Chang, Y. L., Hou, H. T., Pan, C. Y., Sung, Y. T., & Chang, K. E. (2014). Apply an augmented reality in a mobile guidance to increase sense of place for heritage places. *Educational Technology & Society Journal*. (in press)

Chang, K. E., Chang, C. T., Hou, H. T., Sung, Y. T., Chao, H. L., & Lee, C. M. (2014). Development and Behavioral Pattern Analysis of a Mobile Guide System with Augmented Reality for Painting Appreciation Instruction in an Art Museum. *Computers & Education, 71*, 185-197.

Professional Service

Visiting Scholar, Human-Computer Interaction Institute, Carnegie Mellon University, 2016-Present
Reviewer, IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2016), 2016
Reviewer, Global Chinese Conference on Computer in Education (GCCCE 2015), 2015
Reviewer, Global Chinese Conference on Computer in Education (GCCCE 2014), 2014
Program Chair, AR plus Workshop, National Taiwan Normal University, 2014
Program Chair,.NET/Java Programming Workshop, National Taiwan Normal University, 2011
Program Chair,.NET/Java Programming Workshop, National Taiwan Normal University, 2010

Invited Talks

Invited Speaker, Wx Venture Capital, Singapore, 2016
Invited Speaker, Android Development Workshop, Chinese Culture University, 2014
Keynote Speaker, AR plus Workshop, National Taiwan Normal University, 2014
Keynote Speaker,.NET/Java Programming Workshop, National Taiwan Normal University, 2011
Keynote Speaker,.NET/Java Programming Workshop, National Taiwan Normal University, 2010

Other Related Experience

Languages

Chinese (Native)
English (ILR Level 2)

Training course

Extension Program, University of California, Los Angeles.	2012
ESL Program, University of Wisconsin-Milwaukee	2011

List of Sponsorships

國立臺灣師範大學 National Taiwan Normal University
國立臺灣科技大學 NATIONAL TAIWAN UNIVERSITY OF SCIENCE AND TECHNOLOGY
科技部 Ministry of Science and Technology