

Botao 'Amber' Hu

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New York City, USA | Shanghai, China

BIO

Botao 'Amber' Hu is a social computing researcher and experiential futures designer. He directs Reality Design Lab, an independent interdisciplinary research and design lab exploring the intersection of soma design (bodily play), speculative design (artificial life, complex system), spatial computing (mixed reality), and social computing (protocol science, public-interest cryptography, decentralized AI governance). His primary focus is designing socially experiential futures using mixed reality as the main medium. He also serves as a visiting lecturer at the China Academy of Art. His works have been featured at top conferences such as SIGGRAPH, CSCW, CHI, UbiComp, WWW, TEI, ISEA, IEEEVR, IEEEVIS, ISMAR, Ars Electronica, SXSW, and TEDx and have received accolades including the SIGGRAPH Best in Show, CHI Best Interactivity, Webby, Red Dot, iF Design, Good Design, A' Design, Core77 Design Award, and grants from the Ethereum Foundation. He holds a bachelor's degree in computer science from Tsinghua University and a master's degree in computer science with AI concentration from Stanford University.

EDUCATION

- **Stanford University** 2012 - 2014
Master of Science in Computer Science concentrated in Artificial Intelligence Palo Alto, US
 - Advisors: [Andrew Ng](#), [Jure Leskovec](#), [Dan Boneh](#)
- **Tsinghua University** 2007-2012
Bachelor in Computer Science and Technology, Institute for Interdisciplinary Information Sciences Beijing, China
 - Advisor: [Andrew Chi-Chih Yao](#)
 - Enrolled in Special Pilot Theoretical Computer Science Class "Yao class"
- **Hong Kong University of Science and Technology** 2011
Visiting Scholar for Machine Learning in Computer Science Hong Kong
 - Advisor: [Qiang Yang](#)
- **The University of Nottingham** 2025
Visiting Scholar in Mixed Reality Laboratory Nottingham, UK
 - Advisor: [Steve Benford](#)

PROFESSIONAL EXPERIENCES

- **Reality Design Lab** 2024 - Present
Founding Director, Researcher, Designer Remote
 - An interdisciplinary research and design lab that focuses on the intersection of "4S": soma design, speculative design, spatial computing, and social computing.
 - Conducted award-winning mixed reality design projects, such as [EchoVision](#), [Composable Life](#), [FungiSync](#), [MOFA](#), [Cell Space](#), and etc.
 - Mentored student to explore mixed reality design and art projects, such as [Cybroc](#), [Body Oracle](#), [Foldiverse](#), [SeeSing](#), [GEND.AR](#), and etc.
- **China Academy of Art** 2023 - Present
Visiting Lecturer Hangzhou, China
 - Developed and taught course "Speculative Realities". Fall 2024.
 - Developed and led 21 days workshop "Latent Spaces and Permissionless Dreams". Summer 2024.
 - Developed and taught course "Design New Realities". Fall 2023.
- **Summer Of Protocols** 2024
Researcher Remote
 - Protocol Research on Merging Mixed Realities, securing a \$90K research grant by [Ethereum Foundation](#).
 - Protocol Research on Decentralized AI, writing a science fiction [Composable Life](#), a manifesto [EverForest](#), and a research agenda [Unstoppable Nature](#), and a research journal paper "Is Decentralized AI Governable?" for AI & Society.
 - Selected as Artist Cohort member for [DevCon 2024](#), showcasing [FungiSync](#) at the art exhibition [Trusting the Unseen: Elements of the Infinite Garden](#)
- **Holo Interactive** 2018 - Present
Founder and CEO New York City, NY

- Founded and led Holo Interactive, an educational technology startup serving as CEO from 2018 to 2023.
 - Secured \$7.5M through successful fundraising.
 - Invented and developed an open-source stereoscopic mixed reality headset, [HoloKit](#).
 - Led manufacturing scale-up from prototype to 10,000 units of mixed reality headsets.
- **Amber Garage** 2014 - 2018
Founder, New Media Artist and Software Engineer Atherton, CA, USA
 - Directed and Developed [City VR](#). An interactive visual reality experience art installation using the photogrammetry technology to visualize the city.
 - Produced [City Of Sparkles](#). An interactive virtual reality experience art installation using real Twitter messages to visualize cities with millions of particles.
 - Invented and Developed [Skywand](#). A new software tool utilizing virtual reality to bring pre-planning capabilities to aerial cinematography and deploy robotics technology to the aerial filming robot. Talked in TEDx 2017 Beacon St, Boston "*What you get is what you imagine*".
- **thatgamecompany** 2016 - 2017
Game Engineer Santa Monica, CA, USA
 - Build a game recommendation and backend system for a mobile-based social adventure art game: [Sky: Children of the Light](#). 🏆 2019 Best iPhone Game.
- **DJI** 2015 - 2015
Robotics Software Engineer Shenzhen, China
 - Founding and major contributing DJI [Onboard Robotics Operating System SDK](#), a software library enables millions of DJI drones to fly for industrial applications autonomously.
 - Develop [M100](#) industrial and research flight drone platform.
- **Twitter** 2014
Software Development Engineer and Data Scientist, Social Discovery Team San Francisco, USA
 - Developed Whom To Follow feature: Created recommendation system to suggest relevant connections for new users, driving network growth
 - Developed MagicRecs project: Built trending content recommendation system to boost user engagement within social circles
- **Microsoft Research Asia** 2010 - 2011
Research Intern, Machine Learning Group Beijing, China
 - Developed SIGMA, a large scale machine learning toolkit: Constructed a MPI-like parallel framework in C# specially tailored for the characteristics of machine learning algorithms. Outperformed traditional algorithms by achieving 10 – 1000x speedup on large training data
 - Developed ClickBoost, a commercial large-scale framework for Click Models used in Bing.com: Applied the "Probit" method in my research work to a MapReduce-based parallel framework in Bing.com. First in the world, with throughput up to 1PB data, completed the learning processing of click models in few hours

SELECTED PROJECTS

- **MOFA** 2023 - 2024
Tools: Unity, HoloKit, MultipeerConnectivity
 - Developed a research-through-design game probe studying social implications of mixed reality headset-based pervasive play in public spaces—imagine Harry Potter-style wizard duels on city streets
 - Building on a unique co-location technology I developed using Apple’s MultipeerConnectivity to enable spontaneous multiplayer spatial collocation without internet connection, *MOFA* serves as an experiential probe for empirical studies in the wild.
 - *MOFA* as game itself has also received multiple prestigious awards, such as CHI 2023 Best Interactivity, ISMAR 2023 Demo Honorable Mention, and SIGGRAPH 2024 Immersive Pavilion Best in Show.
- **HoloKit** 2018 - 2023
Tools: Unity, WebXR [🔗]
 - Invented HoloKit, an open-source mixed reality headset designed to transform iPhones into MR headsets, offering an accessible alternative to expensive devices like HoloLens and Vision Pro.
 - HoloKit became the "Arduino for mixed reality" in spatial computing education and was embraced by prestigious institutions including MIT Media Lab, NYU ITP, and Stanford.
- **EchoVision** 2024
Tools: Unity, HoloKit [🔗]
 - EchoVision is an immersive art experience that allows participants to experience the world of bats using sound visualization and mixed reality technology.

- With a custom-designed, bat-shaped headset from the open-source HoloKit project, users can simulate echolocation, the natural navigation system bats use in the dark.

- **City Of Sparkles**

2019, 2024

Tools: Unity, Vision Pro

- City of Sparkles is an interactive virtual reality experience that immerses participants in an AI's perspective, visualizing a city of human memory fragments through spatialized Twitter data.

IN SUBMISSION / PREPRINT

- [S.1] **Botao Amber Hu**, Helena Rong and Janna Tay. **Is Decentralized Artificial Intelligence Governable? Towards Machine Sovereignty and Human Symbiosis**. Manuscript submitted for publication in *AI & Society*. Under Review.
- [S.2] Rem RunGu Lin, **Botao Amber Hu***, and Shuyan Zhang. **Media Farm: Reinventing the Tetrad for AI-driven Reinterpretation and Generation of Media Art**. Manuscript submitted for publication in *Leonardo*. Under Review.
- [S.3] **Botao Amber Hu***, Rem RunGu Lin, Yilan Elan Tao, and Samuli Laato, and Yue Li. **Towards Immersive Mixed Reality Street Play: Understanding Collocated Bodily Play with See-through Head-Mounted Displays in Public Spaces**. Manuscript submitted for publication in *CSCW 2025*. Under Review.

PEER-REVIEWED ARCHIVAL PUBLICATIONS

C=CONFERENCE, J=JOURNAL, S=IN SUBMISSION, T=THESIS

- [C.1] **Botao Amber Hu**, Jiabao Li*, Danlin Huang, Jianan Johanna Liu, Xiaobo Aaron Hu, and Yilan Elan Tao (2024). **Becoming Bats with "EchoVision": Towards Eco-Phenomenological Mixed Reality**. In *Proceeding of SIGGRAPH Asia 2024 (SA '24)*. Art Paper.
- [C.2] Rem Rungu Lin, **Botao Amber Hu**, Koo Yongen Ke, Wei Wu, and Kang Zhang* (2024). **Cell Space: Augmented Awareness of Intercorporeality**. In *Proceedings of the Conference and Exhibition on 2024 Computer Graphics and Interactive Techniques (SIGGRAPH '24)*. Art Paper.
- [C.3] **Botao Amber Hu*** and Fangting (2024). **EverForest: A More-Than-AI Sustainability Manifesto from an On-Chain Artificial Life**. In *Proceedings of the Halfway to the Future Symposium 2024 (HTTF 2024)*. Short Paper.
- [C.4] **Botao Amber Hu*** and Fangting (2024). **Speculating on Blockchain as an Unstoppable 'Nature' Towards the Emergence of Artificial Life**. In *Proceedings of the 2024 Conference on Artificial Life (ALIFE '24)*. Extended Abstract.
- [C.5] Peiliang Li, Tong Qin, **Botao Hu**, Fengyuan Zhu, and Shaojie Shen* (2017). **Monocular Visual-Inertial State Estimation for Mobile Augmented Reality**. In *2017 IEEE International Symposium on Mixed and Augmented Reality (ISMAR '17)*. Full Paper.
- [C.6] **Botao Hu**, Yuchen Zhang, Weizhu Chen, Gang Wang, and Qiang Yang* (2012). **Characterizing search intent diversity into click models**. In *Proceedings of the 20th international conference on World wide web (WWW '11)*. Full Paper.
- [C.7] Si Shen, **Botao Hu**, Weizhu Chen, and Qiang Yang* (2012). **Personalized click model through collaborative filtering**. In *Proceedings of the fifth ACM international conference on Web search and data mining (WSDM '12)*. Full Paper.
- [C.8] Yuchen Zhang*, Dong Wang, Gang Wang, Weizhu Chen, Zhihua Zhang, **Botao Hu**, and Li Zhang (2010). **Learning click models via probit bayesian inference**. In *Proceedings of the 19th ACM international conference on Information and knowledge management (CIKM '10)*. Full Paper.

PEER-REVIEWED NON-ARCHIVAL / DEMO / ARTWORK / WORKSHOP / POSTER PUBLICATIONS

- [D.1] **Botao Amber Hu***, Yang Liu, and Ran Duan (2024). **City of Sparkles**. In *2025 IEEE Conference Virtual Reality and 3D User Interfaces (VR '25)*. XR Gallery. To Be Appeared.
- [D.2] **Botao Amber Hu***, Yuemin Huang, Mingze Chai, Xiaobo Aaron Hu, Yilan Elan Tao, and Rem RunGu Lin (2025). **GravField: Live-Coding Entanglement of Bodies**. In *2025 IEEE Conference Virtual Reality and 3D User Interfaces (VR '25)*. XR Gallery. To Be Appeared.
- [D.3] **Botao Amber Hu**, Jiabao Li*, Danlin Huang, Jianan Johanna Liu, Xiaobo Aaron Hu, and Yilan Elan Tao (2025). **EchoVision: Becoming Bats**. In *2025 IEEE Conference Virtual Reality and 3D User Interfaces (VR '25)*. XR Gallery. To Be Appeared.
- [D.4] Rem RunGu Lin, **Botao Amber Hu***, and Yongen Ke (2025). **Cell Space**. In *2025 IEEE Conference Virtual Reality and 3D User Interfaces (VR '25)*. XR Gallery. To Be Appeared.
- [D.5] Ke Huang, Danlin Huang, Cun Lin, and **Botao Amber Hu*** (2025). **Body Oracle**. In *Proceedings of the 19th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '25)*. Art and Performance. To Be Appeared.

- [D.6] Rem RunGu Lin, **Botao Amber Hu***, and Yongen Ke (2025). **Cell Space**. In *Proceedings of the 19th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '25)*. Art and Performance. To Be Appeared.
- [D.7] **Botao Amber Hu***, Rem RunGu Lin, Yuemin Huang, Mingze Chai, Xiaobo Aaron Hu, and Yilan Elan Tao (2024). **GravField: Live-Coding Bodies through Mixed Reality**. In *Adjunct Proceeding of SIGGRAPH Asia 2024 (SA '24)*. XR.
- [D.8] **Botao Amber Hu**, Jiabao Li*, Danlin Huang, Jianan Johanna Liu, Xiaobo Aaron Hu, and Yilan Elan Tao (2024). **EchoVision: Experiencing Bat Echolocation via Mixed Reality**. In *Adjunct Proceeding of SIGGRAPH Asia 2024 (SA '24)*. XR.
- [D.9] **Botao Amber Hu***, Yilan Elan Tao, Rem Rungu Lin, and Yue Li (2024). **On Intent Inclusivity in Spontaneous Cross Realities**. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*. Workshop Paper.
- [D.10] Bingqing Chen, Yue Li*, **Botao Amber Hu**, and Yilan Elan Tao (2024). **Awkward or Acceptable? Understanding the Bystander Perspective on the Ubiquity of Cross Reality in Ambiguous Social Situations**. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)*. Workshop Paper.
- [D.11] Jiabao Li, Matt McCorkle, and **Botao Amber Hu** (2024). **Becoming Bat**. In *Proceedings of the Halfway to the Future Symposium 2024 (HTTF '24)*. Pictorial.
- [D.12] Jianan Johanna Liu, Danlin Huang, Yuqi Song, Shan Luo, and **Botao Amber Hu*** (2024). **Foldiverse: Augmenting Paper Folding Physiotherapy for Children with Autism via Family-Centered Mixed Reality Design**. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '24)*. Student Competition. 🏆 Best Student Competition Award.
- [D.13] Shan Luo, Jianan Johanna Liu, and **Botao Amber Hu*** (2024). **Hearing the Bullseye: An Auditory-Cued Archery Exergame for the Visually Impaired and Their Sighted Family and Friends**. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '24)*. Student Competition.
- [D.14] **Botao Amber Hu***, Yilan Elan Tao, Yuchen Zhang, Sizheng Hao, and Rem RunGu Lin (2024). **MOFA The Ghost: Demonstrating an Asymmetrical Social Exertion Game in Spontaneous Collocated Mixed Reality**. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '24)*. Interactivity.
- [D.15] **Botao Amber Hu***, Yuemin Huang, Mingze Chai, Xiaobo Aaron Hu, and Yilan Elan Tao (2024). **GravField: Towards Designing an Inter-bodily Live-Coding Performance System within Collocated Mixed Reality Field**. In *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY Companion '24)*. Work-in-Progress.
- [D.16] Shan Luo, Jianan Johanna Liu, and **Botao Amber Hu*** (2024). **Demonstrating an Auditory-Cued Archery Social Exertion Game for the Blind and Sighted to Play Together**. In *Companion Publication of the 2024 Conference on Computer Supported Cooperative Work and Social Computing (CSCW '24 Companion)*. Demo.
- [D.17] Shan Luo, Jianan Johanna Liu, and **Botao Amber Hu*** (2024). **Designing a Safe Auditory-Cued Archery Exertion Game for the Visually Impaired and Sighted to Enjoy Together**. In *The 26th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '24)*. Poster.
- [D.18] **Botao Amber Hu**, Jiabao Li*, Danlin Huang, Jianan Johanna Liu, Xiaobo Aaron Hu, and Yilan Elan Tao (2024). **EchoVision: A Handheld Mixed Reality Mask for Experiencing Bat Echolocation**. In *Adjunct Proceedings of the 2024 ACM International Joint Conference on Pervasive and Ubiquitous Computing & the 2024 ACM International Symposium on Wearable Computing (UbiComp/ISWC '24 Adjunct)*. Design Exhibition.
- [D.19] **Botao Amber Hu***, Yuchen Zhang, Yilan Elan Tao, and Tongzhou Yu (2024). **HoloKit: Demonstrating an Open-Source Smartphone-Based Mixed Reality Headset for Mixed Reality Design Education**. In *Adjunct Proceedings of the 2024 ACM International Joint Conference on Pervasive and Ubiquitous Computing & the 2024 ACM International Symposium on Wearable Computing (UbiComp/ISWC '24 Adjunct)*. Demo. 🏆 Best Demo Award.
- [D.20] **Botao Amber Hu***, Yuchen Zhang, Sizheng Hao and Yilan Tao (2024). **MOFA: Multiplayer Omnipresent Fighting Arena**. In *Proceedings of the 2024 Conference and Exhibition on Computer Graphics and Interactive Techniques (SIGGRAPH '24)*. Immersive Pavilion. 🏆 Best in Show.
- [D.21] Kaiqing Huang, Chu Zhang, Wangyu Ping, Boxiong Zhao, **Botao Hu** (2024). **CrossReality**. In *Proceedings of the 2024 International Conference on Live Coding (ICLC '24)*. Live Performance.
- [D.22] **Botao Hu***, Yuemin Huang, Mingze Chai, Yilan Tao and Xiaobo Hu (2024). **GravField: A Participatory Performance Exploring Intercorporeality as Live-Coding Instruments within a Co-located Mixed Reality**. In *Proceedings of the 2024 International Conference on Live Coding (ICLC '24)*. Live Performance.

- [D.23] **Botao Hu***, Yuchen Zhang, Sizheng Hao, and Yilan Tao (2023) **InstantCopresence: A Spatial Anchor Sharing Methodology for Co-Located Multiplayer Handheld and Headworn AR**. In *2023 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct '23)*. Demo. 🏆 Honorable Mention.
- [D.24] **Botao Hu***, Yuchen Zhang, Sizheng Hao, and Yilan Tao (2023) **MOFA: Exploring Asymmetric Mixed Reality Design Strategy for Co-located Multiplayer Between Handheld and Head-mounted Augmented Reality**. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*. Interactivity. 🏆 Jury's Best Demo Recognition.
- [D.25] **Botao Hu***, Yang Liu, and Ran Duan (2019). **City of Sparkles**. In *ACM SIGGRAPH 2019 Virtual, Augmented, and Mixed Reality (SIGGRAPH '19)*. Immersive Pavilion.
- [D.26] Dakan Wang*, Gang Wang, Pinyan Lu, Yajun Wang, Zheng Chen, and **Botao Hu** (2011). **Is pay-per-click efficient? an empirical analysis of click values**. In *Proceedings of the 20th International Conference Companion on World Wide Web (WWW '11)*. Poster.
- [D.27] Dong Wang*, Weizhu Chen, Gang Wang, Yuchen Zhang, and **Botao Hu** (2010). **Explore click models for search ranking**. In *Proceedings of the 19th ACM international conference on Information and knowledge management (CIKM '10)*. Poster.

EXHIBITIONS

- [E.1] **SXSW 2025 XR Experience exhibition**. *EchoVision*. Austin, US.
- [E.2] **IEEE Virtual Reality (VR) 2025 XR Gallery**. *City Of Sparkles*. Saint-Malo, France.
- [E.3] **IEEE Virtual Reality (VR) 2025 XR Gallery**. *GravField: Live-Coding Entanglement*. Saint-Malo, France.
- [E.4] **IEEE Virtual Reality (VR) 2025 XR Gallery**. *EchoVision*. Saint-Malo, France.
- [E.5] **IEEE Virtual Reality (VR) 2025 XR Gallery**. *Cell Space*. Saint-Malo, France.
- [E.6] **ACM Tangible and Embedded Interaction (TEI) 2025 Art & Performance**. *Body Oracle*. Bordeaux, France.
- [E.7] **ACM Tangible and Embedded Interaction (TEI) 2025 Art & Performance**. *Cell Space*. Bordeaux, France.
- [E.8] **DevCon 2024 Trusting the Unseen: Elements of the Infinite Garden**. *FungiSync*. Bangkok, Thailand.
- [E.9] **ACM SIGGRAPH Asia 2024 XR**. *GravField: Live-Coding Bodies through Mixed Reality*. Tokyo, Japan.
- [E.10] **ACM SIGGRAPH Asia 2024 XR**. *EchoVision: Experiencing Bat Echolocation via Mixed Reality*. Tokyo, Japan.
- [E.11] **West Bund Art Festival 2024**. *EchoVision*. Shanghai, China.
- [E.12] **TANK Art Festival 2024**. *EchoVision*. Shanghai, China.
- [E.13] **IEEE Visualization Conference Arts Program (VISAP) 2024**. *EchoVision*. St Pete Beach, Florida, US.
- [E.14] **ACM International Symposium on Wearable Computers (UbiComp-ISWC) 2024 Design Exhibition**. *EchoVision*. Melbourne, Australia.
- [E.15] **ACM International Symposium on Wearable Computers (UbiComp-ISWC) 2024 Demonstration**. *HoloKit*. Melbourne, Australia.
- [E.16] **Vancouver International Film Festival 2024**. *Nocturnal Fugue*. Vancouver, Canada.
- [E.17] **Ars Electronica 2024**. *Nocturnal Fugue - Becoming Bat with EchoVision*. Linz, Austria.
- [E.18] **Sheffield DocFest 2024**. *Nocturnal Fugue*. Sheffield, UK.
- [E.19] **Omotosando interactivité 2024**. *Nocturnal Fugue*. Tokyo, Japan.
- [E.20] **The Contemporary Austin. Fusebox Program 2024**. *Nocturnal Fugue*. Austin, US.
- [E.21] **ACM Symposium on Computer-Human Interaction in Play (CHI PLAY) 2024 Interactivity**. *MOFA the Ghost*. Tampere, Finland.
- [E.22] **ACM SIGGRAPH 2024 Immersive Pavilion**. *Multiplayer Omnipresent Fighting Arena*. Denver, US.
- [E.23] **The International Conference on Live Coding (ICLC) 2024 Live Performance**. *GravField*. Shanghai, China.
- [E.24] **ACM SIGGRAPH 2024 Digital Arts Community**. *The Future of Reality, Curated Online Exhibition*. *Composable Life*.
- [E.25] **ISMAR 2023 Demo**. *InstantCopresence*. Sydney, Australia.
- [E.26] **ACM CHI 2023 Interactivity**. *MOFA*. Hamburg, Germany.
- [E.27] **ACM SIGGRAPH 2019 Immersive Pavilion**. *City Of Sparkles*. Los Angeles, US.
- [E.28] **New Media Film Festival 2019**. *City Of Sparkles*. Los Angeles, US.
- [E.29] **DTLA Film Festival 2019**. *City Of Sparkles*. Los Angeles, US.
- [E.30] **Future of Storytelling 2017**. *HoloKit 1*. New York City, US.
- [E.31] **SIGGRAPH 2017**. *HoloKit 1*. Los Angeles, US.
- [E.32] **Maker Faire New York 2017**. *HoloKit 1*. New York City, US.

PATENTS

- [P.1] **Botao Hu, Yuchen Zhang** (2022). **Local multi-device fast spatial anchor point synchronization method for mixed reality and system**. United States, Patent No. US20240154711A1.
- [P.2] **Jenova Xinghan Chen, Amy Li Gussin, Peter Lee, Jeffrey Exterkate, Yang Liu, Kunal Lanjewar, Botao Hu** (2021). **System, method, and smart device for authentication of products and interaction with a virtual environment**. United States, Patent No. US12131338B2.
- [P.3] **Botao Hu** (2019). **Controller**. United States, Patent No. USD902927S1.
- [P.4] **Botao Hu** (2019). **Headset**. United States, Patent No. USD889462S1.
- [P.5] **Botao Hu** (2019). **Headset**. United States, Patent No. USD890170S1.
- [P.6] **Botao Hu** (2017). **Imaging method for modular mixed reality (MR) device**. United States, Patent No. US11709360B2.
- [P.7] **Botao Hu** (2017). **Headset**. United States, Patent No. USD889463S1.
- [P.8] **Botao Hu and Jiajie Zhang** (2015). **Planning a flight path by identifying key frames**. United States, Patent No. US9947230B2.
- [P.9] **Botao Hu, Jiajie Zhang** (2015). **System, method, and smart device for authentication of products and interaction with a virtual environment**. United States, Patent No. US9928649B2.

TALKS

- [T.1] **DWeb Camp**. Workshop. 2024. *"Merging Mixed Realities: Envisioning a Future with Prevalent Use of HMDs"*. Camp Navarro, CA, US.
- [T.2] **Beijing Film Academy**. Seminar. 2024. *"Allow me into your dream"*. Beijing, China.
- [T.3] **School of Design and Creative Technologies, University of Texas at Austin**. Guest lecture for Jiabao Li's Interaction Design Course. 2024. *"Introduction to Spatial Computing and Develop with Apple Vision Pro and HoloKit"*. Austin, US.
- [T.4] **Computational Media and Arts, Hong Kong University of Science and Technology (Guangzhou)**. Seminar. 2024. *"Wizards vs Muggles!" - MOFA: A Gameplay Framework exploring the Design Space of Spontaneous Collocated Mixed Reality*. Guangzhou, China.
- [T.5] **The Future Laboratory, Tsinghua University**. Invited Talk. 2024. *"Expanding Intercorporeality: Exploring Human-Human and Human-Robot Interactions in MR"*. Beijing, China.
- [T.6] **China Academy of Art**. Seminar. 2023. *"Designing New Realities: Research Through Design for Collocated Mixed Reality Experiences"*. Hangzhou, China.
- [T.7] **Zuzalu The Pop-up City**. Hackathon Talk. 2023. *"Zuzaland: An Augmented Network State Pop-up in Physical Space"*. Tivat, Montenegro.
- [T.8] **Harvard XR Forum**. Talk. 2023. *"Dream Together in New Realities: Unleash the Power of Copresence in Headworn AR"*. Harvard University, Boston, US.
- [T.9] **Integrated Design & Media, New York University**. Talk. 2023. *"HoloKit: Open Source Mixed Reality Headset for Reality Designers"*. Brooklyn, US.
- [T.10] **TEDx Beacon Street**. Talk. 2017. *"What you get is what you imagine"*. TEDx Beacon Street, Boston, US.
- [T.11] **AR in Action**. Talk. 2017. *"HoloKit: Google Cardboard for AR"*. New York University, New York City, US.

HONORS AND AWARDS

- **AUREA Award** 2025
Awarding Jiabao Li, Matt McCorkle, Botao Amber Hu for Nocturnal Fugue Nomination
- **SIGGRAPH 2024 Immersive Pavilion** 2024
Awarding Botao Hu and Holo Interactive for MOFA Best in Show
- **UbiComp/ISWC 2024** 2024
Awarding Botao Hu and Holo Interactive for HoloKit X Best Demo Award
- **Good Design Awards** 2024
Awarding Botao Hu and Holo Interactive for HoloKit X Good Design Award in Hardware
- **Core77 Design Awards** 2024
Awarding Botao Hu and Fangting for Composable Life Notable in Speculative Design
- **Design Intelligence Award** 2024
Awarding Botao Hu and Holo Interactive for HoloKit X Honorable Mention
- **A' Design Award** 2024
Awarding Botao Hu and Holo Interactive for HoloKit X Silver in Wearable Technologies Design

- **iF Design Award** 2024
Awarding Botao Hu and Holo Interactive for HoloKit X Winner in Product/Gaming Hardware/VR/AR
- **CHI 2023 Interactivity** 2023
Awarding Botao Hu and Holo Interactive for MOFA Jury's Best Demo Recognition
- **ISMAR 2023 Demonstration** 2023
Awarding Botao Hu and Holo Interactive for HoloField Honorable Mention
- **Red Dot Design Award** 2023
Awarding Botao Hu and Holo Interactive for HoloKit X Winner of Product Design
- **Core77 Design Award** 2023
Awarding Botao Hu and Holo Interactive for HoloKit X Notable in Consumer Technology & Runner up in Emerging Technology
- **Webby Awards** 2023
Awarding Botao Hu and Holo Interactive for HoloKit X Nominee in Technical Achievement / Metaverse, Immersive & Virtual
- **SXSW Innovation Award** 2023
Awarding Botao Hu and Holo Interactive for HoloKit X Nominee in Innovative Design

SERVICES

- **Reviewer for SIGGRAPH 2025 Art Paper**
- **Jury for MIT Reality Hack 2025**

SKILLS

- **Programming Languages:** Rust, C#, C++, Swift, Haskell, TypeScript, Python
- **Entrepreneur Experience in Hardware:** Experience scaling Mixed Reality headset development from concept to production, handling 1 to 10,000 units
- **Technical Art:** Shader and Visual Effect coding in Unity, WebXR, WebGL and WebGPU
- **Specialized Area:** Mixed Reality Design, Speculative Design, Programmable Cryptographic Protocol Design
- **Mathematical & Statistical Tools:** Mathematica, NVivo
- **Research Skills:** Research Through Design, Research in the wild, Ethnographic Experiential Futures

ADDITIONAL INFORMATION

Languages: Mandarin (proficiency: Native), English (proficiency: Master's degree from a U.S. university and 10 years of U.S. residency)

Interests: Climbing, Contemporary Art