Wenjun Wu - Curriculum Vitae

Education:

1990.9-1994.7 Beihang University

Bachelor Degree, Computer Science

1994.9-1997.7 Beihang University

Master Degree, Computer Science

1997.9-2001.10 Beihang University

PhD Degree, Computer Science

Work Experience

2002.1-2006.7 Indiana University

Postdoctoral Associate Researcher

 Develop Multimedia Collaboration Environments GlobalMMCS based on Service-Oriented Architecture

2006.8-2010.8 University of Chicago and Argonne National Lab

Research Scientist

 Led projects on Scientific Gateways for multiple disciplines including social and behavior science, biological science

2010.10-present Beihang University

Professor

- Led projects on large-scale online learning, human-machine interaction and intelligent microservice software
- Authored two books and over 150 peer-reviewed publications

Selected Publications

- Fox G, Wu W, Uyar A, Bulut H, Pallickara S. Global multimedia collaboration system.
 Concurrency and Computation: Practice and Experience. 2004 Apr 25;16(5):441-7.
- Wu W, Fox G, Bulut H, Uyar A, Huang T. Service oriented architecture for VoIP conferencing. International Journal of Communication Systems. 2006 May;19(4):445-61.
- Wu W, Papka ME, Stevens R. Toward an opensocial life science gateway. In2008 Grid Computing Environments Workshop 2008 Nov 12 (pp. 1-6). IEEE.
- Wu W, Uram TD, Wilde M, Hereld M, Papka ME. A Web 2.0-Based Scientific Application Framework. In2010 IEEE International Conference on Web Services 2010 Jul 5 (pp. 642-643). IEEE.
- Wu W, Tsai WT, Li W. An evaluation framework for software crowdsourcing. Frontiers of Computer Science. 2013 Oct;7:694-709.
- Tsai WT, Wu W, Huhns MN. Cloud-based software crowdsourcing. IEEE Internet Computing. 2014 May 20;18(3):78-83.
- Li W, Wu WJ, Wang HM, Cheng XQ, Chen HJ, Zhou ZH, Ding R. Crowd intelligence in Al
 2.0 era. Frontiers of Information Technology & Electronic Engineering. 2017
 Jan;18:15-43.
- Popovici I, Vatavu RD, Wu W. Tv channels in your pocket! linking smart pockets to smart tvs. InProceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video 2019 Jun 4 (pp. 193-198).
- Wu W, Huang T, Gong K. Ethical principles and governance technology development of Al in China. Engineering. 2020 Mar 1;6(3):302-9.
- Wang Q, Wu W, Zhao Y, Zhuang Y. Graph active learning for GCN-based zero-shot classification. Neurocomputing. 2021 May 7;435:15-25.
- Popovici I, Vatavu RD, Feng P, Wu W. AR-TV and AR-Diànshì: cultural differences in users' preferences for augmented reality television. In ACM International Conference on Interactive Media Experiences 2021 Jun 21 (pp. 50-60).
- Pu Y, Wu W, Peng T, Liu F, Liang Y, Yu X, Chen R, Feng P. Embedding cognitive framework with self-attention for interpretable knowledge tracing. Scientific Reports. 2022 Oct 20;12(1):17536.
- Yu X, Wu W, Wang Y. Integrating cognition cost with reliability QoS for dynamic workflow scheduling using reinforcement learning. IEEE Transactions on Services Computing. 2023 Mar 6.

Signature

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