

# Johann Wentzel

HCI Researcher • Virtual and Augmented Reality • Accessibility

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## Education

### University of Waterloo

Waterloo, ON

*Doctor of Philosophy (PhD) - Computer Science (Human-Computer Interaction), GPA: 96%*

*Graduating Fall 2024*

- **Thesis:** *Bring-Your-Own Input: Context-Aware Multi-Modal Input for More Accessible VR*

*Master of Mathematics - Computer Science (Human-Computer Interaction), GPA: 96%*

*Sept 2018 - Apr 2020*

- Thesis-based program, resulting in an award-winning publication [c2] in VR ergonomics.

### University of Calgary

Calgary, AB

*Two Bachelor's Degrees: Computer Science, Business Technology Management*

*Sept 2011 - Jun 2017*

- Honours first class (high GPA), and highest graduating GPA in business program.

## Employment

### Meta Reality Labs

New York, NY

*Research Scientist Intern, Input Explorations (mentors: Bruno de Araujo, Jota Costa)*

*Sept 2022 - Jan 2023*

- Designed and developed AR/VR interaction techniques utilizing eye tracking and EMG transformer models.
- Developed, organized, and led Unity input experiments to evaluate AR/VR eye tracking input accuracy.
- Analyzed experimental data using statistical tests like ANOVA and t-tests to reveal trends and overall effects.
- Created a dataset of gaze dynamics and eye-tracking accuracy for consumer VR hardware to aid productization.

### Microsoft Research

Redmond, WA (Remote)

*Research Intern, Ability Team (mentors: Martez Mott, Sasa Junuzovic, Edward Cutrell)*

*Jun 2022 - Sept 2022*

- Primary author and developer for a VR accessibility research experiment involving multimodal VR input and 3D input remapping, using WebXR and Javascript.

*Research Intern, Ability Team (mentors: Martez Mott, Sasa Junuzovic, Edward Cutrell)*

*May 2021 - Aug 2021*

- Primary author of an accessibility research publication [c3] using qualitative methods to investigate the use of multi-device input configurations by people with mobility limitations.
- Coordinated cross-functional collaboration across Xbox and Accessibility teams to develop a qualitative research agenda.

### Autodesk Research

Toronto, ON

*Research Intern, UI Research Group (mentors: Fraser Anderson, Tovi Grossman)*

*Jan 2020 - May 2020*

- Primary author and sole Unity developer for a research paper on hybrid VR-desktop interfaces, resulting in a patent<sup>1</sup> and conference publication [c4].
- Second author of a conference publication implementing generative AI to create intentionally "ugly" designs.

## Selected Publications

[c4] **Johann Wentzel**, Fraser Anderson, George Fitzmaurice, Tovi Grossman, Daniel Vogel. 2024. *SwitchSpace: Understanding Context-Aware Peeking Between VR and Desktop Interfaces*. To appear in Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24).

[c3] **Johann Wentzel**, Sasa Junuzovic, James Devine, John Porter, Martez Mott. 2022. *Understanding How People with Limited Mobility Use Multi-Modal Input*. In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '22). DOI: <https://doi.org/10.1145/3491102.3517458>

[c2] **Johann Wentzel**, Greg d'Eon, and Daniel Vogel. 2020. *Improving Virtual Reality Ergonomics through Reach-Bounded Non-Linear Input Amplification*. In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '20). DOI: <https://doi.org/10.1145/3313831.3376687>

\* **Best Paper Honourable Mention (top 5% of submitted papers)**

## Skills

**Programming Languages:** C#, Swift, Python, R, HTML, CSS, Javascript, Objective-C, C++, SwiftUI

**Dev tools:** Unity, Xcode, ARKit, RealityKit, Android Studio, Bootstrap, React, NumPy, jQuery, NodeJS, Git.

**Design tools:** Figma, Sketch, Balsamiq, Adobe Illustrator, Final Cut Pro

**Hobbies:** Home servers, game development for VR, AR, iOS. Classically trained in piano, clarinet, voice.