CHI-JUI WU

http://chijuiwu.space
home@chijuiwu.space

I am an independent human-computer interaction (HCI) / user experience (UX) researcher. My research interest is in understanding people and technology from a humanistic perspective. I have research experience in cross-device computing, proxemic interaction, and accessibility. My background is in computer science, machine learning, and human-computer interaction.

EDUCATION

PhD. Student in Human-Computer Interaction Jan 2018 – Aug 2018
School of Computing and Communications, Lancaster University (UK)
Supervisor: Dr. Steven Houben

MRes. Computational Statistics and Machine Learning, Distinction Sep 2015 – Sep 2016
Department of Computer Science, University College London (UK)
Supervisors: Dr. Nicolai Marquardt, Dr. Steven Houben

BSc. Computer Science, First-Class Honours Sep 2011 – Jun 2015
School of Computer Science, University of St Andrews (UK)
Supervisor: Dr. David Harris-Birtill

PUBLICATIONS

Chi-Jui Wu, Steven Houben, Nicolai Marquardt. 2017. EagleSense: Tracking People and Devices in Interactive Spaces using Real-Time Top-View Depth-Sensing. In *Proceedings of the 35th Annual ACM Conference on Human Factors in Computing Systems* (Denver, Colorado, USA, May 6 - 11, 2017). CHI'17. ACM, New York, NY. 3929-3942.

Chi-Jui Wu, Aaron Quigley, David Harris-Birtill. 2017. Out of Sight: A Toolkit for Tracking Occluded Human Joint Positions. In *Personal and Ubiquitous Computing,* 21(1), 125-135. Springer London.

PROFESSIOANL EXPERIENCE

Research Intern, University College London Nov 2015 – Sep 2016
Developed a depth-sensing, proxemic-aware system to track spatial and postural information about people and devices. Research resulted in a publication.
Supervisors: Dr. Nicolai Marquardt, Dr. Steven Houben

Research Intern, University of St Andrews Jun 2015 – Sep 2015
Developed a system infrastructure to simplify software configuration and virtualization for recomputability and sustainability.
Supervisor: Professor Ian Gent

Research Intern, University of St Andrews Jun 2014 – Sep 2014
Examined depth-sensing visualizations to enhance users' visual and spatial awareness when interacting with a large display and a Microsoft Kinect.
Supervisors: Professor Aaron Quigley, Dr. Per Ola Kristensson

Co-founder, scrim.me Jun 2014 – Dec 2016
Developed an online platform for eSports (Team Fortress 2) players to find teammates and organize practice matches. Worked on front-end user interface and interaction design as well as back-end maintenance. Reached 3000+ users.

SKILLS

User-Centered Research
Lab study, usability study, technical evaluation, survey, interview, content analysis

Programming Languages
Java, Python, C, C++, C#, MATLAB, JavaScript

Software Development Frameworks, Tools, and Libraries
Scientific computing, machine learning, computer vision, information visualization, sensors, mobile, web, user interface, version control, continuous integration, and virtualization.

AWARDS AND HONORS

Faculty of Science and Technology Scholarship, Lancaster University — Jan 2018
ACM SIGCHI Student Travel Grant, ACM ISS 2016 — Aug 2016
Hackathon Honorable Mention, UCL Data Science Student Challenge — Feb 2016
Hackathon Best Use of API (Mendeley), Hack Cambridge — Jan 2016
Dean's List, University of St Andrews — Jun 2015
Dean's List, University of St Andrews — Jun 2014
Hackathon Finalist, Barclays Openminds Hackathon — Nov 2013
Hackathon Winner, J.P. Morgan Code for Good Challenge — Nov 2013
International Undergraduate Scholarship, University of St Andrews — Sep 2011

ACADEMIC SERVICE

Reviewer
ACM CHI '18 '19

TEACHING EXPERIENCE

Teaching Assistant, Wanrong Junior High School, Hualien, Taiwan — Jan 2017 – Jan 2018
Led students in English singing, storytelling, reader's theatre, and speech contests. Received an excellence award (in military substitute service).

Personal Tutor — Since Jan 2010
Mathematics and Chemistry (high school), Computer Science (undergraduate and graduate), and English Writing (non-native speakers).

LANGUAGES

Chinese (native), **Taiwanese** (native), **English** (fluent)