

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.

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.

PROFESSIONAL EXPERIENCE

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

Research Intern, University of St Andrews Jun 2015 – Sep 2015
Developed a web-based 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 and Full-Stack Developer, scrim.me Jun 2014 – Dec 2016
Developed an online platform for eSports (Team Fortress 2) players to find teammates and organize practice matches. Reached 4500+ 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 (*pandas*, *SciPy*, *Matplotlib*, *seaborn*), machine learning (*scikit-learn*, *Keras*), computer vision (*OpenCV*), information visualization (*D3.js*), depth sensors (*Kinect*, *DepthSense*), mobile (*Android*, *ReactNative*), web (*Django*, *Flask*, *Golang*, *Bootstrap*), user interface (*JavaFx*, *Swing*, *WPF*, *WinForms*), version control (*Git*), continuous integration (*TravisCI*), database (*SQLite*, *MySQL*).

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

TEACHING EXPERIENCE

Teaching Assistant , Wanrong Junior High School, Hualien, Taiwan Led students in English singing, storytelling, reader's theatre, and speech contests. Received an excellence award (in military substitute service).	Jan 2017 – Jan 2018
Personal Tutor Mathematics and Chemistry (high school), Computer Science (undergraduate and graduate), and English Writing (non-native speakers).	Since Jan 2010

LANGUAGES

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