

# CHI-JUI WU

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

I am an independent HCI researcher. My current 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 and machine learning.

## 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 Intern, University College London**

Nov 2015 – Sep 2016

Developed a depth-sensing, proxemic-aware system to track spatial and activity 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 reconfigurability 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**

<b>Faculty of Science and Technology Scholarship</b> , Lancaster University	Jan 2018
<b>ACM SIGCHI Student Travel Grant</b> , ACM ISS 2016	Aug 2016
<b>Hackathon Honorable Mention</b> , UCL Data Science Student Challenge	Feb 2016
<b>Hackathon Best Use of API (Mendeley)</b> , Hack Cambridge	Jan 2016
<b>Dean's List</b> , University of St Andrews	Jun 2015
<b>Dean's List</b> , University of St Andrews	Jun 2014
<b>Hackathon Finalist</b> , Barclays Openminds Hackathon	Nov 2013
<b>Hackathon Winner</b> , J.P. Morgan Code for Good Challenge	Nov 2013
<b>International Undergraduate Scholarship</b> , 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, reader's theatre, speech, and storytelling contests.  
Received an excellence service award.

**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)