

Carlos E. Tejada

Anker Heegaards Gade 1. 1752 Copenhagen W, Denmark

+45 31 69 08 77 | carlos@carlosetejada.com | www.carlosetejada.com | [ctejada10](#) | [Carlos E. Tejada](#)

Education

University of Copenhagen

PH.D. IN COMPUTER SCIENCE

- Thesis title: Print-and-Play Fabrication
- Supervisor: Dr. Daniel Ashrbook

Copenhagen, Denmark

2018 – October 2021

Rochester Institute of Technology

PH.D. IN COMPUTER SCIENCE

- Transferred to the University of Copenhagen.

Rochester, New York, USA

2017 – 2018

Rochester Institute of Technology

M.SC. IN INFORMATION SCIENCE

- Capstone title: Knock-on-Wood
- Supervisor: Dr. Daniel Ashrbook

Rochester, New York, USA

2014 – 2016

Pontificia Universidad Católica Madre y Maestra

B.SC. IN SYSTEMS ENGINEERING

- Thesis title: Solve-for-X

Santiago, Dominican Republic

2008 – 2012

Employment

Netcompany A/S

IT CONSULTANT

Copenhagen, Denmark

2021 – Present

University of Copenhagen

PH.D. FELLOW

Copenhagen, Denmark

2018 – 2021

Rochester Institute of Technology

PH.D. FELLOW

Rochester, New York, USA

2017 – 2018

Rochester Institute of Technology

GRADUATE RESEARCH ASSISTANT

Rochester, New York, USA

2014 – 2016

Tous Software Corp.

SENIOR SOFTWARE DEVELOPER

Miramar, Florida, USA

2011 – 2014

Synergies Strategic Services

JUNIOR SOFTWARE DEVELOPER

Santiago, Dominican Republic

2011 – 2012

Research and Creative Scholarship

PH.D. DISSERTATION

- T1. *Title: Print-and-Play-Fabrication*
 Completed: October 2021
 Advisor: Daniel L. Ashbrook
 Institution: Københavns Universitet

PEER-REVIEWED CONFERENCE PRESENTATIONS

- C7. **Carlos E. Tejada**, Valkyrie Savage, Mengyu Zhong, Raf Ramakers, Daniel Ashbrook, Hyunyoung Kim. AirLogic: Embedding Pneumatic Computation and I/O in 3D Models to Fabricate Electronics-Free Interactive Objects. In *The 35th Annual ACM Symposium on User Interface Software and Technology*, Bend, Oregon, 2022, 10 pages. (25% acceptance rate).
- C6. Aaron Visschedijk, Hyunyoung Kim, **Carlos E. Tejada**, and Daniel Ashbrook. ClipWidgets: 3D-printed Modular Tangible UI Extensions for Smartphones. In *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI)*, Daejeon, Korea, 2022, 8 pages. (29% acceptance rate).
- C5. Hyunyoung Kim, Aluna Everitt, **Carlos E. Tejada**, Mengyu Zhong, and Daniel Ashbrook. MorpheesPlug: A Toolkit for Prototyping Shape-Changing Interfaces. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI)*, Yokohama, Japan, 2021, 10 pages. (23% acceptance rate).
- C4. **Carlos E. Tejada**, Raf Ramakers, Sebastian Boring, and Daniel Ashbrook. AirTouch: 3D-printed Touch-Sensitive Objects Using Pneumatic Sensing. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI)*, Honolulu, Hawaii, USA, 2020, 8 pages. (24.3% acceptance rate).
- C3. **Carlos E. Tejada**, Jess McIntosh, Klæs Alexander Bergen, Sebastian Boring, Daniel Ashbrook, Asier Marzo. EchoTube: Robust Touch Sensing along Flexible Tubes using Waveguided Ultrasound. In *Proceedings of ACM International Conference on Interactive Surfaces and Spaces (ISS)*, Daejeon, Korea, 2019, 9 pages (30.6% acceptance rate). **Honorable Mention Award.**
- C2. **Carlos E. Tejada**, Osamu Fujimoto, Zhiyuan Li. Daniel Ashbrook. Blowhole: Blowing-Activated Tags for Interactive 3D-Printed Models. In *Proceedings of the 44th Graphics Interface Conference (GI'18)*, Toronto, ON, 2018, 6 pages (43% acceptance rate).
- C1. Daniel Ashbrook, **Carlos E. Tejada**, Dhwanit Mehta, Anthony Jiminez, Goudam Muralitharam, Sangeeta Gajendra, Ross Tallents.. Bitey: An Exploration of Tooth Click Gestures for Hands-Free User Interface Control. In *ACM 18th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI)*, Florence, Italy, 2016, 12 pages (23.9% acceptance rate).

PEER-REVIEWED DOCTORAL CONSORTIUM

- DC1. **Carlos E. Tejada**. Print-and-Play: 3D-printed Interactive Objects Without Assembly or Calibration. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20)*, Honolulu, Hawaii, USA, 2020, 6 pages.

PEER-REVIEWED CONFERENCE SPECIAL INTEREST GROUPS PROPOSALS

- SIG1. Adriana Alvarado Garcia, Karla Badillo-Urquiola, Mayra D. Barrera Machuca, Franceli L. Cibrian, Marianela Ciolfi Felice, Laura S. Gaytán-Lugo, Diego Gómez-Zarà, Carla F. Griggio, Monica Perusquia-Hernandez, Soraia Silva-Prietch, **Carlos E. Tejada**, and Marisol Wong-Villacres. Fostering HCI Research in, by, and for Latin America. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20)*, Honolulu, Hawaii, USA, 2020, 4 pages.

Students Supervised

MASTER THESIS STUDENTS

2020	Mengyu Zhong Thesis title: <i>AirHaptic: A Large-Scale, Dynamic, Air-Jet-Based Haptic Display</i>
2021	Aaron Visschedijk Thesis title: <i>ClipWidgets: 3D-printed Modular Tangible UI Extensions for Smartphones</i>

Other

TRAINING

Hasso Plattner Institute

UIST SCHOOL

Potsdam, Germany

2018

ETH Zurich

ACM SIGCHI SUMMER SCHOOL ON COMPUTATIONAL INTERACTION

Zurich, Switzerland

2017

INVITED TALKS

Human-Computer Integration Research Laboratory

ENABLING NON-EXPERTS TO AUTHOR TANGIBLE INTERACTIONS

Chicago, Illinois, USA

2020

SELECTED POPULAR PRESS

Prosa

HVEM? HVAD? HVORFOR?

Arduino Blog

AIRTOUCH: PNEUMATIC SENSING FOR 3D PRINTS