Carlos E. **Tejada**

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Education

University of Copenhagen — *Copenhagen, Denmark*

Ph.D. in Computer Science — *2018 – October 2021*

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

Rochester Institute of Technology — *Rochester, New York, USA*

Ph.D. in Computer Science — *2017 – 2018*

- Transferred to the University of Copenhagen.

Rochester Institute of Technology — *Rochester, New York, USA*

M.Sc. in Information Science — *2014 – 2016*

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

Pontificia Universidad Católica Madre y Maestra — *Santiago, Dominican Republic*

B.Sc. in Systems Engineering — *2008 – 2012*

- Thesis title: Solve-for-X

Employment

Netcompany A/S — *Copenhagen, Denmark*

IT Consultant — *2021 – Present*

University of Copenhagen — *Copenhagen, Denmark*

Ph.D. Fellow — *2018 – 2021*

Rochester Institute of Technology — *Rochester, New York, USA*

Ph.D. Fellow — *2017 – 2018*

Rochester Institute of Technology — *Rochester, New York, USA*

Graduate Research Assistant — *2014 – 2016*

Tous Software Corp. — *Miramar, Florida, USA*

Senior Software Developer — *2011 – 2014*

Synergies Strategic Services — *Santiago, Dominican Republic*

Junior Software Developer — *2011 – 2012*

Research and Creative Scholarship

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 *To appear in 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 Interna- tional 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-Zará, 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.

Academic Service

Conference Committe Activities

2021 Program Commitee, Late-Breaking Work.
ACM Conference on Human Factors in Computing Systems (CHI' 21).

Non-Commitee Volunteer Positions

2020 Assistant to the Program Committee Chairs: Accessibility and Aging.
ACM Conference on Human Factors in Computing Systems (CHI' 20).

Conference and Journal Reviewing Activities

2022	ACM Conference on Human Factors in Computing Systems (CHI). ACM Conference on User Interface Software and Technology (UIST).
2021	ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM Conference on Human Factors in Computing Systems (CHI). ACM Transactions on Computer-Human Interaction (TOCHI).
2020	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI). IEEE Pervasive Computing. IEEE Robotics and Automation Letters. Proceedings of the ACM on Human-Computer Interaction: Interactive Surfaces and Spaces (ISS).
2019	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM Conference on Human Factors in Computing Systems (CHI). International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI). ACM Conference on User Interface Software and Technology (UIST).
2018	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). ACM Conference on Human Factors in Computing Systems (CHI). ACM Conference on User Interface Software and Technology (UIST).

Students Supervised

Master Thesis Students

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

Other

Training

Hasso Plattner Institute — *Potsdam, Germany*
UIST School — *2018*

ETH Zurich — *Zurich, Switzerland*
ACM SIGCHI Summer School on Computational Interaction — *2017*

Invited Talks

Human-Computer Integration Research Laboratory — *Chicago, Illinois, USA*
Enabling Non-experts to Author Tangible Interactions — *2020*

Selected Popular Press

Prosa
Hvem? Hvad? Hvorfor?

Arduino Blog
AirTouch: Pneumatic sensing for 3D prints