Carlos E. **Tejada**

Department of Computer Science, University of Copenhagen, Copenhagen, Denmark

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Education

University of Copenhagen *Copenhagen, Denmark*

Ph.D. in Computer Science *2018 – 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*

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

University of Copenhagen *Copenhagen, Denmark*

Ph.D. Fellow *2018 – Present*

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

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..

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

2021   ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI).

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).

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*

- Stuff about the talk?

Selected Popular Press

Prosa

Hvem? Hvad? Hvorfor?

Arduino Blog

AirTouch: Pneumatic sensing for 3D prints