

Eric Rawn

erawn@berkeley.edu (He/Him)

Projects and
Portfolio at
www.ericrawn.media

Education

University of California, Berkeley

Ph.D Computer Science *Human-Computer Interaction*

Aug 2021 - Present

Advised by Eric Paulos

Stanford University

M.S. Computer Science *Human-Computer Interaction*

Sept 2020 - Jun 2021

B.S. Computer Science *Graphics*

Sept 2016 - Jun 2020

Experience

Research Assistant Stanford University

Jun 2019 - Jun 2021

Mentor: Jingyi Li, Stanford HCI

Contributed conceptually and technically to a novel fabrication method for bespoke clothing.

Algorithms Intern Shaper

Jun- Sept 2020

Artist Assistant Stanford University

Sept 2019 - Mar 2020

Created an installation for **Terry Berlier** with 25 connected stepper motors, driven by a MIDI based interface.

Prototyping Studio Technician

Sept 2018 - Mar 2020

Stanford Art

I made tutorials and development tools for VR, 3D Printing, Projection Mapping, and fabrication devices, helped students plan and execute digital and physical projects, and instructed the use of CNC tools and digital software.

Publications

Eric Rawn and Jingyi Li. Laser Cut Gels for Lighting Design. In Proceedings of ACM CHI 2020.

Tzu-Sheng Kuo and **Eric Rawn**. Let It Rip! Using Velcro for Acoustic Labeling. ACM UIST '20 Adjunct (Poster)

Conference Presentations

“Making Sense, Crystallizing Reason: an Intellectual History of Pervasive Computing at Xerox PARC” Special Interest Group in Computing, Information, and Society (SIGCIS) Annual Meeting, November 13, 2022.

Teaching	Design Thesis Studio Graduate Student Instructor, UC Berkeley, Fall 2022	
	Digital Workshop for Artists Instructor, Stanford University Spring 2020 (Remote)	
	Designed and taught an introductory digital art course centered around critical practice with code. Instructed both technical and conceptual skills through projects and readings.	
	Digital Workshop for Artists Instructor, Stanford University Fall 2019	
Service	Designed and taught an introductory programming and electronics class designed for individual arts practice and practical skills.	
	Critically Thinking About Video Games Instructor Instructor, Stanford University Fall 2017	
	Taught a novel supplementary course to Stanford's Art Immersion Curriculum in Digital/Interactive media, discussing political, economic, and social perspectives on interactive media as an industry and art form.	
	Undergraduate HCI Research Group Organizer Aug 2021-Aug 2022	
Talks and Events	Hybrid Ecologies Lab, UC Berkeley	
	HCI Reading Group Organizer	Jun 2020 - Sept 2020
	Stanford Human-Computer Interaction Group	
	Student Volunteer	Oct 2020
Awards	UIST 2020	
	Art and Tech Salon Panelist	March 6, 2021
	Stanford Institute for Human-Centered AI and Stanford Arts	
	Student Lightning Talk	March 25, 2021
	Stanford Institute of Human-Centered AI Annual Conference	
	ACM History Committee Fellowship	Mar 2022 - Mar 2023
	To encourage historical research, the ACM History Committee supports up to four research projects each year with awards of up to \$4,000 each.	
	SIGCIS Travel Grant	Jul 7, 2022
	Berkeley Center for New Media Travel Grant	Oct 4, 2022