Lichao Shen

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INTEREST

Human-Computer Interaction
Virtual Reality • Mixed Reality
Computer Graphics
Ubiquitous Computing
Machine Learning

Human Augmentation
Cognitive Science
Neuroscience
Robotics

Interaction Design
User Experience • User Interface
Media Design
Industrial Design

SKILLS

Programming
C • C#(Unity) • JavaScript • Python
Ruby • Arduino • HTML
TEX• Git • UNIX

Engineering
Technical Drawing
Mechanical Machining
(SolidWorks • Pro/Engineer • AutoCAD)

Design
Pencil & Marker Sketch
Gouache Painting • Prototyping
(Photoshop • Illustrator • Premiere
3Ds Max • Rhinoceros • Grasshopper
KeyShot • V-Ray • Unity)

LANGUAGES

Chinese (Native)
English (Academic)
Japanese (Elementary)

LINKS

Detailed Résumé
red-pencil.github.io/cv

Design Portfolio
issuu.com/lichaoshen

Project Video
youtube.com

EDUCATION

KEIO UNIVERSITY | TOKYO, JAPAN — 2015 - 2018
Master of Media Design
Human-Computer Interaction, Media Design

PRATT INSTITUTE | NEW YORK, US — 2017

ROYAL COLLEGE OF ART & IMPERIAL COLLEGE | LONDON, UK — 2016

BEIHANG UNIVERSITY | BEIJING, CHINA — 2010 - 2014
Bachelor of Engineering
Industrial Design, Mechanical Engineering

EXPERIENCE

CYBER LIVING LAB | TOKYO, JAPAN — 2015 - 2018
Student Researcher

- Conducted research under the Embodied Media Project, in fields of haptic sensation, virtual reality, human augmentation, telepresence, etc.
- Developed experiments, prototypes and applications for the projects.

LENOVO RESEARCH | BEIJING, CHINA — 2013 - 2014
User Experience Design Intern

- Researched into user's behavior towards a variety of consumer electronics.
- Developed the preliminary design of the next generation smart devices.

RESEARCH

LIMITLESS OCULUS | MASTER THESIS
Visual Expansion by Animal-Inspired Visuomotor Modification

UNCONSTRAINED NECK | CONFERENCE BEST DEMO AWARD
Omnidirectional Observation from an Extra Robotic Neck

AMBIENT | CONFERENCE DEMO
Facial Thermal Feedback in Remotely Operated Applications

EYE-IN-HAND
"Snail Sight", Autonomous Monocular Vision, Observe Dual Scenes Simultaneously

BUG VIEW
"Being a Spider", Telexistence from Human to a Spider Robot

PUBLICATIONS

[1] M. Y. Saraiji, R. Peiris, L. Shen, K. Minamizawa, and S. Tachi. Ambient: Facial thermal feedback in remotely operated applications. CHI '18, 2018.

[2] L. Shen, M. Y. Saraiji, K. Kunze, and K. Minamizawa. Unconstrained neck: Omnidirectional observation from an extra robotic neck. In *Proceedings of the 9th Augmented Human International Conference*, AH '18, pages 38:1–38:2, New York, NY, USA, 2018. ACM.