

# 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  
Git • UNIX • TeX

### 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

### Homepage

www.shenlichao.com

### 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

#### PROJECT RESEARCHER

- Conducted research on haptic sensation, virtual reality, human augmentation, telepresence, etc. under the Embodied Media Project.
- 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", Vision Oriented by Hands, Observe Dual Scenes Simultaneously

### BUG VIEW

"Being a Spider", Teleexistence from Human to a Spider Robot

## PUBLICATIONS

- [1] M. Y. Saraiji, R. L. Peiris, L. Shen, K. Minamizawa, and S. Tachi. Ambient: Facial thermal feedback in remotely operated applications. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems*, CHI EA '18, pages D321:1–D321:4, New York, NY, USA, 2018. ACM.
- [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.