

KENNY CHEN

first year PhD student @ NYU

CONTACT

EMAIL: kennychen@nyu.edu
WEBSITE: kenchen10.github.io
OFFICE: 370 Jay St, Brooklyn, NY

INTERESTS

Applied vision science, computer graphics, psychophysics, displays, VR/AR

EDUCATION

Sep. '23 - Present	New York University Brooklyn, NY PhD in COMPUTER SCIENCE Advisor: Prof. Qi Sun
Sep. '21 - May '23	New York University Brooklyn, NY MS in COMPUTER SCIENCE Advisor: Prof. Qi Sun
2017-2021	University of California, Berkeley Berkeley, CA BA in COMPUTER SCIENCE Advisor: Prof. Carlo H. Séquin Swim Club at Berkeley, VP of Tech @ Innovative Design Club

PUBLICATIONS

**equal contribution*

Journal & Conference Papers

- 2024 [PEAPODs: Perceptual Evaluation of Algorithms for Power Optimization in XR Displays](#).
Kenneth Chen, Thomas Wan, Nathan Matsuda, Ajit Ninan, Alexandre Chapiro*, Qi Sun*.
SIGGRAPH | Journal Proceedings
- [Exploiting Human Color Discrimination for Memory- and Energy-Efficient Image Encoding in Virtual Reality](#).
Nisarg Ujjainkar, Ethan Shahan, **Kenneth Chen**, Budmonde Duinkharjav, Qi Sun, Yuhao Zhu.
ASPLOS
- 2023 [Toward Optimized VR/AR Ergonomics: Modeling and Predicting User Neck Muscle Contraction](#).
Yunxiang Zhang, **Kenneth Chen**, Qi Sun.
SIGGRAPH | Conference Proceedings
- 2022 [Color-Perception-Guided Display Power Reduction for Virtual Reality](#).
Budmonde Duinkharjav*, **Kenneth Chen***, Abhishek Tyagi, Jiayi He, Yuhao Zhu, Qi Sun.
SIGGRAPH Asia | Journal Proceedings

Short Papers

2023 [Imperceptible Color Modulation for Power Saving in VR/AR.](#)

Kenneth Chen, Budmonde Duinkharjav, Nisarg Ujjainkar, Ethan Shahan, Abhishek Tyagi, Jiayi He, Yuhao Zhu, Qi Sun.

SIGGRAPH | Emerging Technologies

[Towards Learning and Generating Audience Motion from Video.](#)

Kenneth Chen, Norman I. Badler.

Symposium on Computer Animation (SCA) | Poster Abstract

EMPLOYMENT

Summer '24	Research Scientist Intern META Sunnyvale, CA Applied Perception Science & Image Quality.
June '23 – Jan '24	Research Scientist Intern META Sunnyvale, CA w/ Alex Chapiro , Nathan Matsuda , Thomas Wan, Ajit Ninan. Resulted in a SIGGRAPH '24 journal paper.
June '22 – Aug. '22	Research Scientist Intern CESIUM Philadelphia, PA w/ Dr. Norman I. Badler Resulted in an SCA '23 poster abstract.
Sep '21 – Dec. '21	Software Engineer Intern NVIDIA Remote Developed DRIVE Sim Omniverse extension (C++).
SU '21	Software Engineer Intern ADI Remote
SU '20	Software Engineer Intern CONFLUENT Remote
SU '19	Software Engineer Intern INTUIT Mountain View, CA

TALKS

paper talk	Color-Perception-Guided Display Power Reduction for Virtual Reality <i>SIGGRAPH Asia 2022</i> Daegu, South Korea Dec. 2022
------------	--

TEACHING

@NYU

Spring 2023	Course Assistant , Data Visualization (CS-GY 6313)
Fall 2021	Course Assistant , Interactive Computer Graphics (CS-GY 6533)

@UC Berkeley

Spring 2021	Undergraduate Student Instructor , Computer Graphics and Imaging (CS 184)
Fall 2020	Group Tutor/Reader , Intro to Computer Vision & Comp. Photography (CS 194-26)

SERVICE

Peer Review

SIGGRAPH 2024

Outreach/Volunteering Activities

2020-2021 VP of Technology, [Innovative Design at Cal](#)
2018 Volunteer Instructor, [Special Needs Aquatics Program](#)

TECHNICAL SKILLS

Python (NumPy, PyTorch, PsychoPy), Unity3D (C#), MATLAB (PsychToolbox)