

# Kenny Chen

first year phd student @ nyu

## CONTACT

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## EDUCATION

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Sep. '23 - Present	<b>New York University</b>   Brooklyn, NY PhD in COMPUTER SCIENCE Advisor: <a href="#">Prof. Qi Sun</a>
Sep. '21 - May '23	<b>New York University</b>   Brooklyn, NY MS in COMPUTER SCIENCE Advisor: <a href="#">Prof. Qi Sun</a>
Aug. '17 - May '21	<b>University of California, Berkeley</b>   Berkeley, CA BA in COMPUTER SCIENCE Advisor: <a href="#">Prof. Carlo H. Séquin</a> Swim Club at Berkeley, VP of Tech @ Innovative Design Club, The Daily Cal

## PUBLICATIONS

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*\*equal contribution*

Journal & Conference Papers	<a href="#">Toward Optimized VR/AR Ergonomics: Modeling and Predicting User Neck Muscle Contraction</a> Y. Zhang, <u>K. Chen</u> , Q. Sun SIGGRAPH 2023   Conference Proceedings <a href="#">Color-Perception-Guided Display Power Reduction for Virtual Reality</a> B. Duinkharjav*, <u>K. Chen</u> *, A. Tyagi, J. He, Y. Zhu, Q. Sun SIGGRAPH Asia 2022   ACM Transactions on Graphics 41(6)
Other Papers	<a href="#">Towards Learning and Generating Audience Motion from Video</a> <u>K. Chen</u> , N. I. Badler Symposium on Computer Animation (SCA) 2023   Poster Abstract <a href="#">Imperceptible Color Modulation for Power Saving in VR/AR</a> <u>K. Chen</u> , B. Duinkharjav, N. Ujjainkar, E. Shahan, A. Tyagi, J. He, Y. Zhu, Q. Sun SIGGRAPH 2023   Emerging Technologies

## WORK EXPERIENCE

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June '23 - Present	<b>Research Scientist Intern</b>   META   Sunnyvale, CA Advisor: <a href="#">Dr. Alexandre Chapiro</a> .
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June '22 - Aug. '22	<b>Research Scientist Intern</b>   CESIUM   Philadelphia, PA Advisor: <a href="#">Dr. Norman I. Badler</a> Deep learning for video prediction.
Sep '21 - Dec. '21	<b>Software Engineer Intern</b>   NVIDIA   Remote Developed C++ DRIVE Sim plugin in Omniverse.
SU '21	<b>Software Engineer Intern</b>   ADI   Remote
SU '20	<b>Software Engineer Intern</b>   CONFLUENT   Remote
SU '19	<b>Software Engineer Intern</b>   INTUIT   Mountain View, CA

## TALKS

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

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Spring 2023	<b>Course Assistant</b> , Data Visualization (CS-GY 6313)
Fall 2021	<b>Course Assistant</b> , Interactive Computer Graphics (CS-GY 6533)
Spring 2021	<b>Undergraduate Student Instructor</b> , <a href="#">Computer Graphics and Imaging (CS 184)</a>
Fall 2020	<b>Group Tutor/Reader</b> , <a href="#">Intro to Computer Vision &amp; Comp. Photography (CS 194-26)</a>

## OUTREACH AND ACTIVITIES

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2020-2021	<b>VP of Technology</b> , <a href="#">Innovative Design at Cal</a>
2018	<b>Volunteer</b> , <a href="#">Special Needs Aquatics Program</a>

## AWARDS

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2023	<b>NYU Tandon School of Engineering PhD Fellowship</b>
2021	<b>NYU Tandon Graduate Scholarship</b>
2020	<b>UC Berkeley Computer Graphics Final Project, Showcase Winner</b>
2019	<b>UC Berkeley Probability Theory Catan AI Competition, 1st Place</b>