

# Parinya Punpongsanon

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## Employment

<b>Postdoctoral Associate, <i>Massachusetts Institute of Technology</i></b>	01/2017 - Present
Human-Computer Interaction Engineering (HCIE) Group	
Computer Science and Artificial Intelligence Laboratory (CSAIL)	
Under advisory of <i>Prof. Stefanie Mueller</i>	
<b>Postdoctoral Fellow, <i>Osaka University</i></b>	10/2016 - Present
Intelligence Sensing Group	
Graduate School of Engineering Science	
Sponsors by Japan Society for the Promotion of Science (JSPS)	
Under advisory of <i>Prof. Kosuke Sato</i>	

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## Education

<b>Ph.D. in Engineering, <i>Osaka University, Japan</i></b>	September 2016
System Innovation, Graduate School of Engineering Science,	
Under advisory of <i>Prof. Kosuke Sato</i> and <i>Prof. Daisuke Iwai</i>	
<b>Bachelor of Science, <i>King Mongkut's University of Technology, Thailand</i></b>	April 2010
School of Computer Science and Information Technology,	
MAJOR GPA: 3.63/4.00 (First Class Honor)	

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## Experience

<b>Visiting Researcher, <i>Telecom ParisTech (Universite Paris-Saclay)</i></b>	12/2013 - 02/2014
Computer Graphics Group	
Collaborated under project 'Lazy 3D Navigation using Non-Critical Body Interaction'	
Under advisory of <i>Prof. Tamy Boubekeur</i>	
<b>Exchange Student, <i>Fukui University</i></b>	10/2008 - 09/2009
Human and Computational Intelligence System Laboratory	
School of Engineer	
Sponsors by Japan Society for the Promotion of Science (JSPS)	
Under advisory of <i>Prof. Yasuhiro Ogoshi</i>	

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## Grants and Awards

<b>Best Student Paper, <i>IEEE Kansai Section</i></b>	2017
<b>Best Student Volunteer, <i>ACM UIST 2016</i></b>	2016
<b>Grant, <i>JSPS Research Fellow</i></b>	2016
<b>Best Paper, <i>IEEE 3DUI 2015</i></b>	2015
<b>Best Student Volunteer, <i>ACM SIGGRAPH Asia 2014</i></b>	2014
<b>Best Presentation, <i>Korea-Japan Workshop on Mixed Reality 2013</i></b>	2013
<b>Grant, <i>MEXT Scholarship (Oct. 2011 - Sep. 2016)</i></b>	2011
<b>1<sup>st</sup> Class Honor, <i>King Mongkut's University of Technology Thonburi</i></b>	2010

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## Skills

<b>Software</b>	Python, C/ C++ , HTML/CSS/Javascript, MATLAB, OpenCV
<b>Hardware</b>	Projector-Camera system, Laser Cutter, 3D Printer

## JOURNALS

1. Parinya Punpongsanon, Emilie Guy, Daisuke Iwai, Kosuke Sato, and Tamy Boubekeur. ‘Extended LazyNav: Virtual 3D Ground Navigation for Large Displays and Head-Mounted Displays’, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 23, No. 8, pp. 1952-1963. August 2017.
2. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘SoftAR: Visually Manipulating Haptic Softness Perception in Spatial Augmented Reality’, *IEEE Transactions on Visualization and Computer Graphics*, Vol. 21, No. 11, pp. 1279-1288. November 2016.
3. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘Projection-based Visualization of Tangential Deformation of Nonrigid Surface by Deformation Estimation Using Infrared Texture’, *Springer: Virtual Reality*, Vol. 19, No. 1, pp. 45-56. March 2015.

## CONFERENCE PAPERS AND NOTES

1. Emilie Guy, Parinya Punpongsanon, Daisuke Iwai, Kosuke Sato, and Tamy Boubekeur. ‘LazyNav: 3D Ground Navigation with Non-Critical Body Parts’, *In Proceedings of IEEE Symposium on 3D User Interfaces (3DUI)*, pp. 43-50, 2015.
2. Parinya Punpongsanon, Emilie Guy, Tamy Boubekeur, Daisuke Iwai, and Kosuke Sato. ‘Ground Navigation in 3D Scene using Simple Body Motions’, *In Proceedings of International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE)*, pp. 19-20, 2014.
3. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘SoftAR: Visually Manipulating Haptic Softness Perception in Spatial Augmented Reality’, *In Proceedings of IEEE Symposium on Mixed and Augmented Reality (ISMAR)*, pp. 1279-1288, 2016.
4. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘A Preliminary Study on Altering Surface Softness Perception using Augmented Color and Deformation’, *In Proceedings of IEEE Symposium on Mixed and Augmented Reality (ISMAR)*, pp. 301-032, 2014.
5. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘DeformMe: Projection-based Visualization of Deformable Surfaces using Invisible Textures’, *In Proceedings of ACM SIGGRAPH Asia (Emerging Technologies)*, Article 8, 2013.
6. Parinya Punpongsanon, Daisuke Iwai, and Kosuke Sato. ‘Infrared-based Tangential Deformation Estimation Technique’, *In Proceedings of the 6<sup>th</sup> Thailand-Japan International Academic Conference (TJIA)*, Article 3, 2013.

## Invited Talks

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<b>University of Tokyo, Japan</b>	2016
‘Projection-based Mixed Reality for Deformable Objects’	
<b>The 19<sup>th</sup> Meeting on Image Recognition and Understanding (MIRU 2016), Japan</b>	2016
‘SoftAR: Visually Manipulating Haptic Softness Perception in Spatial Augmented Reality’	
<b>IEEE TVCG VR/AR Special Session, ACM SIGGRAPH 2016, USA</b>	2016
‘SoftAR: Visually Manipulating Haptic Softness Perception in Spatial Augmented Reality’	
<b>The 18<sup>th</sup> Annual Meeting on Virtual Reality in Japan, 3DUI Top Conference, Japan</b>	2015
‘LazyNav: 3D Ground Navigation with Non-Critical Body Parts’	
<b>The 6<sup>th</sup> Korea-Japan Workshop on Mixed Reality, Japan</b>	2013
‘Projection-based Mixed Reality for Deformable Surfaces’	

### **Organization Committee**

UIST 2017 (Documentation Chair) • SCF 2017 (Local Arrangement Chair) • CHI 2017 (Session Chair) • SUI 2016 (Documentation Chair) • VRSJ 2016 (Design Chair) • ICAT-EGVE 2015 (Design Chair)

### **Peer-Reviewer**

IEEE ISMAR (2017, 2016) • ACM SIGGRAPH/SIGGRAPH Asia (2017, 2016) • ACM SUI (2016) • ACM UIST (2017, 2016, 2015) • ACM VRST (2017, 2016, 2015) • ACM HRI (2017, 2016, 2015)

### **Student Volunteer**

ACM UIST 2016 • ACM UbiComp 2015 • ACM SIGGRAPH Asia 2014 • ACM Multimedia 2012

September 2017