

Shan-Yuan Teng

Taipei, Taiwan

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Education & Work

- Aug. 2018 - current **Research Assistant, IoX Center**
 National Taiwan University
- Sep. 2016 - June 2018 **M.S., Graduate Institute of Networking and Multimedia**
 National Taiwan University
 Communications and Multimedia Lab
 Advisor: Prof. Bing-Yu Chen
- Sep. 2012 - June 2016 **B.S., Department of Electrical Engineering**
 National Taiwan University

Publications

- 2018 **Shan-Yuan Teng**, Tzu-Sheng Kuo, Chi Wang, Chi-huan Chiang, Da-Yuan Huang, Liwei Chan, Bing-Yu Chen.
 PuPoP: Pop-up Prop on Palm for Virtual Reality.
 To appear as UIST 2018 Full Paper
- 2017 Yung-Ta Lin, Yi-Chi Liao, **Shan-Yuan Teng**, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen.
 Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews.
 UIST 2017 Full Paper
- 2016 Long-Fei Lin, **Shan-Yuan Teng**, Rong-Hao Liang, Bing-Yu Chen.
 Stylus Assistant: Designing Dynamic Constraints for Facilitating Stylus Inputs on Portable Displays.
 SIGGRAPH ASIA 2016 Emerging Technologies

Student Projects

- 2017 **Shan-Yuan Teng**, Mu-Hsuan Chen, Yung-Ta Lin.
 Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.
 CHI 2017 Student Game Competition
- 2016 **Shan-Yuan Teng**, Yung-Ta Lin, Yi-Chi Liao.
 Robin Hood: Introducing the first real air guitar.
 UIST 2016 Student Innovation Contest
 Best Implementation Award

Experience

- 2017 Co-curator of tech art exhibition "Speculative NTU"
National Taiwan University 23rd Annual Art festival
80 student artists, 3 performances and 11 installations. Exhibition: May 6 - 26
- 2016 Team co-facilitator at *OpenHCI 2016*
7th Annual Student-organized Workshop on Human-computer Interaction
48 participants. Workshop: July 5 - 10
- 2013 - 2014 Design thinking workshop lecturer & team co-facilitator at *National Taiwan University d.thinking Club*

Languages

Chinese (native), English

Software Skills

- Advanced Unity 3D (C#), C++, Python, Processing, Bash
- Intermediate Web Front-end (HTML, CSS, JavaScript)
Adobe Illustrator/Photoshop/Premiere Pro

Hardware Skills

- Advanced Prototyping using Arduino with various sensors and actuators
3D Printing (designed using SketchUp)
Laser Cutting (designed using Adobe Illustrator)

Research Interests

Human-Computer Interaction (HCI), Haptic Interface, Tangible Interaction, Shape-changing Interface, Digital Fabrication, Robotics, VR/AR