# Shan-Yuan Teng

PhD student at University of Chicago, Illinois, United States
email: tengshanyuan@cs.uchicago.edu / web: tengshanyuan.com

## research interests

human-computer interaction (HCI), haptics, virtual/augmented reality (VR/AR)

## education

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|---|---|
| June 2019 - current | PhD student, Department of Computer Science<br>University of Chicago, Chicago, Illinois, United States<br>advisor: Prof. Pedro Lopes |
| Sept. 2016 - June 2018 | MS, Graduate Institute of Networking and Multimedia<br>National Taiwan University, Taipei, Taiwan<br>advisor: Prof. Bing-Yu Chen |
| Sept. 2012 - June 2016 | BS, Department of Electrical Engineering<br>National Taiwan University, Taipei, Taiwan |

## work

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| Aug. 2018 - May 2019 | Research Assistant, IoX Center<br>National Taiwan University, Taipei, Taiwan |

## selected publications

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| CHI 2021 Paper | **Shan-Yuan Teng**, Pengyu Li, Romain Nith, Joshua Fonseca, Pedro Lopes<br>**Touch&Fold: a foldable haptic actuator for rendering touch in mixed reality.**<br>🏅 **Best Paper Honorable Mention Award** |
| UIST 2019 Paper | **Shan-Yuan Teng**, Cheng-Lung Lin, Chi-huan Chiang, Tzu-Sheng Kuo, Liwei Chan, Da-Yuan Huang, Bing-Yu Chen<br>**TilePoP: tile-type pop-up prop for virtual reality.**<br>🏅 **Best Paper Honorable Mention Award**<br>🏅 **Best Talk Honorable Mention Award** |
| UIST 2018 Paper | **Shan-Yuan Teng**, Tzu-Sheng Kuo, Chi Wang, Chi-huan Chiang, Da-Yuan Huang, Liwei Chan, Bing-Yu Chen.<br>**PuPoP: pop-up prop on palm for virtual reality.** |

## more publications

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| UIST 2021 Paper | Yujie Tao, **Shan-Yuan Teng**, Pedro Lopes<br>**Altering perceived softness of real rigid objects by restricting fingerpad deformation.** |
| UIST 2021 Paper | Romain Nith, **Shan-Yuan Teng**, Pengyu Li, Yujie Tao, Pedro Lopes<br>**DextrEMS: increasing dexterity in electrical muscle stimulation by combining it with brakes.** |
| CHI 2021 Paper | Alex Mazursky, **Shan-Yuan Teng**, Romain Nith, Pedro Lopes<br>**MagnetIO: passive yet interactive soft haptic patches anywhere.** |
| CHI 2021 Paper | Jas Brooks, **Shan-Yuan Teng**, Jingxuan Wen, Romain Nith, Jun Nishida, Pedro Lopes<br>**Stereo-smell via electrical trigeminal stimulation.** |

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| UIST 2020 Paper | Jun Nishida, Soichiro Matsuda, Hiroshi Matsui, **Shan-Yuan Teng**, Ziwei Liu, Kenji Suzuki, Pedro Lopes |
| | **HandMorph: a passive exoskeleton that miniaturizes grasp.** |
| | 🏆 **Best Paper Award** |
| CHI 2020 Paper | Yuxin Chen\*, Huiying Li\*, **Shan-Yuan Teng\***, Steven Nagels, Zhijing Li, Pedro Lopes, Ben Y. Zhao, Haitao Zheng (\*equal contribution) |
| | **Wearable microphone jamming.** |
| | 🥉 **Best Paper Honorable Mention Award** |
| CHI 2019 Paper | **Shan-Yuan Teng**, Da-Yuan Huang, Chi Wang, Teddy Seyed, Jun Gong, Xing-Dong Yang, Bing-Yu Chen |
| | **Aarnio: passive kinesthetic force output for foreground interactions on an interactive chair.** |
| UIST 2017 Paper | 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.** |
| SIGGRAPH ASIA 2016 Emerging Technologies | Long-Fei Lin, **Shan-Yuan Teng**, Rong-Hao Liang, Bing-Yu Chen |
| | **Stylus Assistant: designing dynamic constraints for facilitating stylus inputs on portable displays.** |

## student research projects

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| CHI 2017 Student Game Competition | **Shan-Yuan Teng**, Mu-Hsuan Chen, Yung-Ta Lin |
| | **Way Out: a multi-layer panorama mobile game using around-body interactions.** |
| UIST 2016 Student Innovation Contest | **Shan-Yuan Teng**, Yung-Ta Lin, Yi-Chi Liao |
| | **Introducing the first real air guitar.** |
| | 🏆 **Best Implementation Award** |

## professional services

reviewer for UIST 2020, CHI 2020/2021, TEI 2020/2021, IEEE VR 2020, AH 2020
demo co-chair for AHs 2021

## languages

English, Mandarin Chinese (native)

## skills

programming (c, python, web)
digital fabrication (3D printing, laser cutting)
electronic circuits