Shan-Yuan Teng

PhD student at University of Chicago, Illinois, United States
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research interests

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

education

June 2019 -
current
PhD student, Department of Computer Science
University of Chicago, Chicago, Illinois, United States
advisor: Prof. Pedro Lopes

Sept. 2016 -
June 2018
MS, Graduate Institute of Networking and Multimedia
National Taiwan University, Taipei, Taiwan
advisor: Prof. Bing-Yu Chen
thesis: Design of shape-changing haptic interfaces using pneumatic actuation for virtual reality

Sept. 2012 -
June 2016
BS, Department of Electrical Engineering
National Taiwan University, Taipei, Taiwan

work

Aug. 2018 -
May 2019
Research Assistant, IoX Center
National Taiwan University, Taipei, Taiwan

selected publications

2019 **Shan-Yuan Teng**, Cheng-Lung Lin, Chi-huan Chiang, Tzu-Sheng Kuo, Liwei Chan, Da-Yuan Huang, Bing-Yu Chen.
TilePoP: tile-type pop-up prop for virtual reality.
UIST 2019 Paper

🏅 **Best Paper Honorable Mention Award**

🏅 **Best Talk Honorable Mention Award**

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.
UIST 2018 Paper

other publications

2020 Jun Nishida, Soichiro Matsuda, Hiroshi Matsui, **Shan-Yuan Teng**, Ziwei Liu, Kenji Suzuki, Pedro Lopes.
HandMorph: a passive exoskeleton that miniaturizes grasp.
UIST 2020 Paper

🏆 **Best Paper Award**

2020 Yuxin Chen*, Huiying Li*, **Shan-Yuan Teng***, Steven Nagels, Zhijing Li, Pedro Lopes, Ben Y. Zhao, Haitao Zheng. (*equal contribution)
Wearable microphone jamming.
CHI 2020 Paper
🎖️ **Best Paper Honorable Mention Award**

2019 **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.
CHI 2019 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 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 research 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.
Introducing the first real air guitar.
UIST 2016 Student Innovation Contest
🏆 **Best Implementation Award**

peer-review experiences
UIST 2020, CHI 2020, TEI 2020/2021, IEEE VR 2020, AH 2020

languages
English, Chinese (native)

skills
programming (c, python, web), digital fabrication (3D printing, laser cutting), electronics prototyping