

Shan-Yuan Teng

Taipei, Taiwan

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Education & Work

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

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.
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 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.
Robin Hood: Introducing the first real air guitar.
UIST 2016 Student Innovation Contest
 **Best Implementation Award**

Experiences

- Oct. 2016 **National Taiwan University 23rd Annual Art festival, Taipei, Taiwan**
- May 2017 Co-curator of tech art exhibition "Speculative NTU"
Co-curating 3 performances and 11 installations created by 80 student artists.
- Mar. 2016 **OpenHCI 2016, Taipei, Taiwan**
- July 2016 Event co-organizer and team co-facilitator
Annual student-organized workshop on human-computer interaction (48 participants)
- Sept. 2013 - **National Taiwan University d.thinking Student Club, Taipei, Taiwan**
June 2014 Lecturer & team co-facilitator at design thinking workshops

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