





# WEN-JIE TSENG

[wenjietseng.com](http://wenjietseng.com) |  |  |  | 

## EDUCATION

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### Telecom Paris, IP Paris

*Ph.D. Student (3rd year) in Human-Computer Interaction*

*Supervisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet*

Palaiseau, France

*Mar. 2020 – present*

### National Chiao Tung University, Dept. of Computer Science

*Master of Computer Science, Supervisor: Liwei Chan*

Hsinchu, Taiwan

*Sep. 2017 – Jul. 2019*

### National Cheng Kung University, Dept. of Psychology








*Bachelor of Science*

Tainan, Taiwan

*Sep. 2011 – Jun. 2015*


## PUBLICATIONS

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- [1] Wen-Jie Tseng, Elise Bonnail, Mark McGill, Mohamed Khamis, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. 2022. The Dark Side of Perceptual Manipulations in Virtual Reality. In CHI Conference on Human Factors in Computing Systems (CHI '22) 
- [2] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. 2021. FingerMapper: Enabling Arm Interaction in Confined Spaces for Virtual Reality through Finger Mappings. In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '21). 
- [3] Wen-Jie Tseng, Yi-Chen Lee, Roshan Lalintha Peiris, and Liwei Chan. 2020. A Skin-Stroke Display on the Eye-Ring Through Head-Mounted Displays. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20, acceptance rate = 24.3%).  Honorable Mention | 
- [4] Wen-Jie Tseng, Li-Yang Wang, and Liwei Chan. 2019. FaceWidgets: Exploring Tangible Interaction on Face with Head-Mounted Displays. In Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST '19, acceptance rate = 24.4%). 
- [5] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. 2018. FacePush: Introducing Normal Force on Face with Head-Mounted Displays. In Proceedings of the 31st Annual ACM Symposium User Interface Software and Technology (UIST '18, acceptance rate = 21.3%). 
- [6] Hong-Yu Chang, Wen-Jie Tseng, Chia-En Tsai, Hsin-Yu Chen, Roshan Lalintha Peiris, and Liwei Chan. 2018. FacePush: experiencing pressure forces on face with HMDs. In SIGGRAPH Asia 2018 Emerging Technologies (SA '18). 
- [7] Wen-Jie Tseng and Ching-Fan Sheu. 2015. Creating Shiny Applications for Teaching Statistical Concepts. Paper presented at the 45<sup>th</sup> Annual Meeting of the Society for Computers in Psychology. Chicago, IL.

## AWARDS & SCHOLARSHIPS

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-  CHI '20 Honorable Mention (top 5%): Skin-Stroke Display
- Appier Scholarship: AI and Information Technology Research Award (\$1,600): 2019 | 2018

## PROFESSIONAL ACTIVITIES

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### Reviewing Activities

- 2022: CHI, UIST, ISMAR, DIS
- 2021: CHI, CHI LBW, UIST, IEEE VR, IMWUT
- 2020: VRST, SUI

### Teaching Assistant

- 2021 Fall, Mixed Reality and Human Computer Interaction
- 2020 Fall, Mixed Reality and Human Computer Interaction

IGD Master, IP Paris

IGD Master, IP Paris

- 2020 Fall, Introduction to Human Computer Interaction
- 2019 Spring, Future Interaction Technology
- 2018 Fall, Interactive Design and Virtual Reality
- 2017 Fall, Introduction to Computers and Programming

VAR Master, Télécom SudParis  
 Dept. of Computer Science, NCTU  
 Dept. of Computer Science, NCTU  
 Dept. of Computer Science, NCTU

#### Student Supervision

- 2021 IGD Master - Project Seminar | Mohamed Rached Waly, Yassine Mankai, and Dimitrios-Petros Kontrazis  
*Topic: Exploring New Forms of Social Media in Virtual Reality*

#### SIGCHI Paris Chapter

- Webmaster 2021-2022

#### Student Volunteer

- MobileHCI 2019

### EXPERIENCE

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#### Research Assistant (five months)

*National Chiao Tung University, Dept. of Computer Science*

Aug. 2019 – Dec. 2019

*Hsinchu, Taiwan*

#### Research Assistant (three months)

*Technische Universität Chemnitz, Inst. der Psychologie*

Nov. 2016 – Jan. 2017

*Chemnitz, Germany*

#### Substitute Military Service (one year)

Aug. 2015 – Sep. 2016

*Tainan, Taiwan*

### TECHNICAL SKILLS

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**Programming Languages:** Unity (C#), Python, R, Arduino, C, C++

**Fabrications:** basic 3D modeling, 3D printing, and electrical circuit knowledge for hardware prototyping

**Developer Tools:** Git, Vim, bash

**Editing Software:** LaTeX, GIMP, Inkscape, Premiere, OBS

**Human Languages:** English (fluent), French (intermediate), Mandarin (native), Taiwanese (native)

**Misc.:** I play electrical bass (funk, rock, jazz)