WEN-JIE TSENG

wenjietseng.com | ✉ | 🎓 | ⓞ | 🐦

EDUCATION

TU Darmstadt, Dept. of Computer Science   Darmstadt, Germany
Ph.D. Student in Human-Computer Interaction   *04.2023 – 04.2025*

Telecom Paris, INFRES, IP Paris   Palaiseau, France
Ph.D. Student   *03.2020 – 03.2023*
Supervisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet

National Chiao Tung University, Dept. of Computer Science   Hsinchu, Taiwan
Master of Computer Science, Supervisor: Liwei Chan   *09.2017 – 07.2019*

National Cheng Kung University, Dept. of Psychology   Tainan, Taiwan
Bachelor of Science   *09.2011 – 06.2015*

PUBLICATIONS

[1] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer. 2023. FingerMapper: Mapping Finger Motions onto Virtual Arms to Enable Safe Virtual Reality Interaction in Confined Spaces. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). 🔗

[2] Elise Bonnail, Wen-Jie Tseng, Mark McGill, Eric Lecolinet, Samuel Huron, and Jan Gugenheimer. 2023. Memory Manipulations in Extended Reality. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). 🏆 Honorable Mention | 🔗

[3] 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 Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (CHI '22). 🔗

[4] 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). 🏆 Honorable Mention | 🔗

[5] 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). 🔗

[6] 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). 🔗

[7] Wen-Jie Tseng. 2023. Understanding Physical Breakdowns in Virtual Reality. In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). 🔗

[8] Wen-Jie Tseng, Samuel Huron, Eric Lecolinet, and Jan Gugenheimer, Enabling Virtual Reality Interactions in Confined Spaces by Re-Associating Finger Motions, 2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW '22). 🔗

[9] 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). 🔗

[10] 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). 🔗

[11] Wen-Jie Tseng and Ching-Fan Sheu. 2015. Creating Shiny Applications for Teaching Statistical Concepts. Paper presented at the 45th Annual Meeting of the Society for Computers in Psychology. Chicago, IL.

PROFESSIONAL ACTIVITIES

Talks
- 20.05.2022 Understanding Physical Breakdowns in VR *at Hybrid group, Inria Rennes, France*
  Host: Prof. Anatole Lécuyer
- 12.05.2022 CHI talk about Perceptual Manipulations in VR *at Parsons School of Design, New York, USA*
  Host: Prof. Colleen Macklin

Community Activities
- Volunteer for reviewing: I reviewed 30+ papers in HCI and XR conferences like CHI, UIST, IEEE VR, ISMAR, etc.
- Webmaster at SIGCHI Paris Chapter 2021-2023
- Student Volunteer at MobileHCI 2019

Teaching Assistant
- 2021, 2020 Fall, Mixed Reality and Human Computer Interaction IGD Master, IP Paris
- 2020 Fall, Introduction to Human Computer Interaction VAR Master, Télécom SudParis
- 2019 Spring, Future Interaction Technology Dept. of Computer Science, NCTU
- 2018 Fall, Interactive Design and Virtual Reality Dept. of Computer Science, NCTU
- 2017 Fall, Introduction to Computers and Programming 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

AWARDS & SCHOLARSHIPS

- Appier Scholarship: AI and Information Technology Research Award ($1,600): 2019 | 2018

EXPERIENCE

National Chiao Tung University, Dept. of Computer Science Hsinchu, Taiwan
Research Assistant (five months) *08.2019 – 12.2019*

Technische Universität Chemnitz, Inst. der Psychologie Chemnitz, Germany
Research Assistant (three months) *11.2016 – 01.2017*

Substitute Military Service (one year) Tainan, Taiwan
08.2015 – 09.2016

TECHNICAL SKILLS

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), Mandarin (native), Taiwanese (native), French (intermediate), German (basic)
Personal Interests: Volleyball, Electrical bass.