





WEN-JIE TSENG

wenjietseng.com |  |  |  | 

EDUCATION

TU Darmstadt, Dept. of Computer Science

Telecom Paris, IP Paris

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

Supervisors: Jan Gugenheimer, Samuel Huron, and Eric Lecolinet

Darmstadt, Germany

Palaiseau, France

Mar. 2020 – present

National Chiao Tung University, Dept. of Computer Science

Master of Computer Science, Supervisor: Liwei Chan

National Cheng Kung University, Dept. of Psychology

Bachelor of Science

Hsinchu, Taiwan

Sep. 2017 – Jul. 2019


Tainan, Taiwan

Sep. 2011 – Jun. 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] 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). 
- [3] 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). 
- [4] 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). 
- [5] 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). 
- [6] 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). 
- [7] 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 | 
- [8] 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). 
- [9] 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). 
- [10] 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.

AWARDS & SCHOLARSHIPS

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

PROFESSIONAL ACTIVITIES

Talks

- 20.05.2022 Understanding Physical Breakdowns in VR
- 12.05.2022 The VPPM CHI talk

at Hybrid group, Inria Rennes, France
Host: Prof. Anatole Lécuyer
at Parsons School of Design, New York, USA
Host: Prof. Colleen Macklin

Reviewing

- 2023: CHI, alt.CHI, CHI LBW
- 2022: CHI, UIST, ISMAR, DIS, IJHCI, CSCW, CHI Play WiP
- 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
- 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

IGD Master, IP Paris
IGD Master, IP Paris
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

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

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.