

# WEN-JIE TSENG

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

## EDUCATION

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### Télécom Paris, LTCI, IP Paris

*Ph.D. Student (2nd 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, 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). 
- [2] 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 | 
- [3] 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%). 
- [4] 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%). 
- [5] 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). 
- [6] 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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### Paper Review

- CHI: 2021
- UIST: 2021
- IEEE VR: 2021
- SUI: 2020
- VRST: 2020

### Teaching Assistant

- 2020 Fall, Mixed Reality and Human Computer Interaction
- 2020 Fall, Introduction to Human Computer Interaction

IGD Master, IP Paris  
VAR Master, Télécom SudParis

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

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

## PAST 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), Mandarin (native), Taiwanese (native), French (beginner)

**Misc.:** Electrical bass (funk, rock, jazz)