

Yi-Chi Liao

RESEARCH INTEREST

human-computer interaction, haptic UI, touch & gesture input, wearable interactions

EDUCATION

09/2010 ~ 08/2014:

M.B.A., Information Management, National Taiwan University, Taipei, Taiwan

Thesis: Effective and Expressive Alphanumeric Character Output on Wrist-worn Tactile Display.

Advisor: *Dr. Bing-Yu Chen*

Overall: 3.97/4.3

09/2014 ~ 07/2017:

B.B.A., Information Management, National Taiwan University, Taipei, Taiwan

Last 60: 3.93/4.3; CS Major: 3.87/4.3; Overall: 3.65/4.3; Overall Rank:10/44

PUBLICATION

- [1] **Yi-Chi Liao**, Yi-Ling Chen, Jo-Yu Lo, Rong-Hao Liang, Liwei Chan, Bing-Yu Chen. 2016. EdgeVib: Effective Alphanumeric Character Output Using a Wrist-Worn Tactile Display. In *proceedings of the 29th annual ACM symposium on User interface software and technology (UIST'16)*. ACM, New York, NY, USA, 595 - 601.
- [2] **Yi-Chi Liao**, Shun-Yao Yang, Rong-Hao Liang, Liwei Chan, Bing-Yu Chen. 2015. ThirdHand: Wearing a Robotic Arm to Experience Rich Force Feedback. In *proceedings of Siggraph Asia 2015 Emerging Technology (SA'15)*. ACM, New York, NY, USA, Article 24, 1.
- [3] Chin-Yu Chien, Cheng-Yuan Li, Liwei Chan, **Yi-Chi Liao**, Rong-Hao Liang, Hao-Hua Chu, Bing-Yu Chen. 2015. fStrip: a Malleable Shape-retaining Wearable Strip for Interface On-demand. In *Adjunct Proceedings of Pervasive and Ubiquitous Computing and International Symposium on Wearable Computers (UbiComp/ISWC'15 Adjunct)*. ACM, New York, NY, USA, 105 - 108.

PROFICIENCY

- Programming Language: C/C++, Java, Python, Javascript
- Hardware Prototyping: Arduino, Processing, 3D printing, Laser Cutting
- Unity 3D Apps & Android Apps Development

WORK / INTERNSHIPS

02/2016 ~ 06/2016:

Teaching Assistant of **Introduction to HCI**

Computer Science and Information Engineering, National Taiwan University

Instructor: *Prof. Bing-Yu Chen & Prof. Rong-Hao Liang*

09/2014 ~ 01/2015 & 09/2015 - 01/2016:

Teaching Assistant of **Computer Architecture**

Information Management, National Taiwan University

Instructor: *Prof. Bing-Yu Chen*

09/2014 ~ 02/2015:

Software Engineer and Business Consultant, Deloitte, <https://www2.deloitte.com/>

- Programming the back-end side of an enterprise resource management system.

AWARDS

- Best Implementation Award (US\$ 1,000), Student Innovation Competition, UIST 2016. EMS Air Guitar.
- 1st Prize and Best Creative Award (NT\$ 25,000), HackNTU 2014, National Taiwan University. Genki Cushion.
- Academic Achievement Awards (NT\$ 2,000), National Taiwan University, 2014. (GPA in top 5% of the students in a class of 48 students.)

PROFESSIONAL ACTIVITIES

PAPER REVIEWING

- CHI 2016, 2017
- TEI 2017
- ISWC 2017
- MobileHCI 2017
- Augmented Human 2016

STUDENT VOLUNTEER

- Siggraph Asia 2016

ORGANIZING

- Technical Service Committee: OpenHCI'15
- Co-organizer: OpenHCI'16
- Founder & Organizer: Hot! Cut! Interaction! 2017

INVITED TALK

- **"Introduction to Haptics"**, in the course of Future Interactive Technology, National Chiao-Tung University, Taiwan, 2017. Instructor: *Prof. Liwei Chan*.
- **"Introduction to Human-Computer Interaction"**, in the training section of OpenHCI'17, Taiwan, 2017