





WEN-JIE TSENG

wenjietseng.com |  |  |  | 

EDUCATION

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

- [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 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 at *Inria Rennes, France*
- 12.05.2022 at *Parsons School of Design, New York, USA*

Understanding Physical Breakdowns in VR

The VPPM talk

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 IGD Master, IP Paris
- 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

SIGCHI Paris Chapter

- Webmaster 2021-2022

Student Volunteer

- MobileHCI 2019

EXPERIENCE

Research Assistant (five months) <i>National Chiao Tung University, Dept. of Computer Science</i>	Aug. 2019 – Dec. 2019 <i>Hsinchu, Taiwan</i>
Research Assistant (three months) <i>Technische Universität Chemnitz, Inst. der Psychologie</i>	Nov. 2016 – Jan. 2017 <i>Chemnitz, Germany</i>
Substitute Military Service (one year)	Aug. 2015 – Sep. 2016 <i>Tainan, Taiwan</i>

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), French (intermediate), Mandarin (native), Taiwanese (native)
Misc.: I play the electrical bass and enjoy the funk/rock/jazz music.