

Mu-Hsuan CHEN

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EDUCATION

- AUG 2015 Master of NETWORKING AND MULTIMEDIA, **National Taiwan University** (Taipei, Taiwan)
- SEP 2017 Thesis: "SeeingHaptics: Visualization for Preview, Examination, and Display of Haptic Designs"
Developed Unity3D tool and Arduino modules for VR experience.
Advisor: Prof. Bing-Yu Chen, Prof. Liwei Chan | GPA: 3.84 / 4.3
- SEP 2011 Bachelor of COMPUTER SCIENCE, **National Taiwan Ocean University** (Keelung, Taiwan)
- JUN 2015 Independent Study: "Design and development of Library system of NTOU app"
Developed an iPhone app to provide library services. | Advisor: Prof. Ching-Chi Lin
GPA: 89.08 / 100.0; OVERALL RANK: 3 / 123

WORK EXPERIENCE

- MAR 2015 (Internship) iOS Software Engineer at WISTRON, www.wistron.com.tw
- JUN 2015 Design and development of iPhone app. (Objective-C, SourceTree)

PUBLICATIONS



Shan-Yuan Teng, **Mu-Hsuan Chen**, Yung-Ta Lin.
[Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.](#)
In *Proceedings of ACM CHI 2017 Extended Abstracts*, Denver, Colorado, USA.



Da-Yuan Huang, Liwei Chan, Xiao-Feng Jian, Chiun-Yao Chang, **Mu-Hsuan Chen**, De-Nian Yang, Yi-ping Hung, and Bing-Yu Chen.
[VibroPlay: Authoring Three-Dimensional Spatial-Temporal Tactile Effects with Direct Manipulation.](#)
In *ACM SIGGRAPH Asia 2016 Emerging Technology*, Macao, MC, China.

PROJECT EXPERIENCE

- JAN 2017 **ACM CHI' 17 Student Game Competition. Runner-Up. [Way Out.](#)**
- MAY 2017 *System design and maintenance, exhibition and presentation. (Unity3D)*
Designed and built multi-layer 360 panorama scenes and gaming functions. In the game, the player can walk through a panoramic forest maze that consists of four layers in depth and drag items in physical 3D space. Demo presented at Denver, America for 2 days.
- JUL 2016 **ACM SIGGRAPH Asia'16 E-Tech Exhibition. [VibroPlay.](#)**
- DEC 2016 *System maintenance, exhibition and presentation. (Unity3D, HTC VIVE SDK, Arduino)*
Refined, maintained software system and redesign hardware devices. In the experience, the user can author the vibro-tactile feedback of videos and real-time receive the design result. Demo presented at Macao, China for 3 days.
- SEP 2015 **TA of toy-hacking workshop of [GaussRFID.](#)**
Design and development of Table Football project. (Arduino, Processing)
A novel football game provides tangible handles, allowing remote, multi-user, and bimanual interactions.
- JUL 2014 **College Student Research Scholarship, NSC**
- FEB 2015 *Title: "Design and development of Library system of NTOU app" (Objective-C, Github)*
Built and maintained a library system in NTOU App for iPhone, allows viewing user's record, accessing online catalogs and library news.
- JUL 2013 **Participation in NTOU App Projects. [iTunes page.](#)**
- JUN 2015 *Design, development, and maintenance of iPhone app. (Objective-C, Github)*

SKILLS

Programming: C, C++, Objective-C, Java, OpenGL, OpenCV, Matlab, Unity3D (C#)
Web: HTML5, CSS, JavaScript, PHP, MySQL
Interaction: Arduino, Processing, HoloLens SDK, OptiTrack SDK, HTC VIVE SDK (Steam VR)
Software: Adobe Photoshop, Adobe Illustrator, SketchUp, 123D Design