

Lung-Pan Cheng

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Hasso Plattner Institute
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RESEARCH INTEREST

Human-Computer Interaction;
large-scale haptics in VR;
sensing techniques;
mobile interactions

EDUCATION

Ph.D., Human-Computer Interaction, 11/2012 –
Hasso Plattner Institute, Potsdam, Germany present

M.S., Computer Science, *National Taiwan University*, Taipei, Taiwan 09/2011 – 11/2012
GPA: 92.32/100

B.S., Computer Science, *National Chiao Tung University*, Hsinchu, Taiwan 09/2006 – 01/2010
GPA: 95.1/100 (major), Rank 3/56.

WORK/INTERNSHIPS

Interaction Architecture Intern, *Apple Inc.*, www.apple.com 10/2014–
▪ Built tracking devices and designed 3D user interfaces. 03/2015

Software Developer, *Wantoto Inc.*, www.wantoto.com 07/2011–
▪ Developed iOS apps and web applications on Google Cloud. 07/2012

Chief Counselor, *R.O.C Army*, Compulsory Military Service, Taiwan 08/2010– 07/2011

Network Test Engineer, *Network Benchmarking Lab*, www.nbl.org.tw 07/2008– 07/2010
▪ Tested switches and routers on Spirent SmartBits®.

PROFICIENCY

- Programming languages: Objective-C, C/C++, C#, Python, PHP SQL, Javascript
- iOS app, tweak (jailbroken app) and external device communication.
- Unity 3D apps and plugins (Windows, OSX, iOS) development.
- Hardware prototyping (Arduino, Processing, PCB design, soldering, laser cutting)
- Tracking system (OptiTrack, Razor Hydra and IMU data processing)

SELECTED PUBLICATIONS

- [1] **Lung-Pan Cheng**, Thijs Roumen, Hannes Rantzsch, Patrick Schmidt, Sven Köhler, Robert Kovacs, Johannes Jasper, Jonas Kemper, Patrick Baudisch. TurkDeck: Physical Virtual Reality Based on People, in *Proc. UIST '15*, 417-426.
- [2] **Lung-Pan Cheng**, Patrick Lühne, Pedro Lopes, Christoph Sterz, Patrick Baudisch, Haptic Turk: a Motion Platform Based on People, in *Proc. CHI '14*, 3463-3472.
- [3] **Lung-Pan Cheng**, Hsiang-Sheng Liang, Che-Yang Wu, Mike Y. Chen, iGrasp: Grasp-based Adaptive Keyboard for Mobile Devices, in *Proc. CHI '13*, 3037-3046.
- [4] **Lung-Pan Cheng**, Fang-I Hsiao, Yen-Tin Lin, Mike Y. Chen, iRotate Grasp: Automatic Screen Rotation based on Grasp of Mobile Devices, in *Proc. UIST '12*, 15-16.
- [5] **Lung-Pan Cheng**, Fang-I Hsiao, Yen-Tin Lin, Mike Y. Chen, iRotate: Automatic Screen Rotation based on Face Orientation, in *Proc. CHI '12*, 2203-2210.
- [6] Neng-Hao Yu, Li-Wei Chan, Seng Yong Lau, Sung-Sheng Tsai, I-Chun Hsiao, Fang-I Hsiao, **Lung-Pan Cheng**, Mike Y. Chen, Polly Huang, Yi-Ping Hung, TUIC: Enabling Tangible Interaction on Capacitive Multi-touch Displays, in *Proc. CHI '11*, 2995-3004.

SELECTED AWARDS

- Studying Abroad Scholarship (**US\$ 32,000**), Ministry of Education, Taiwan, 2015
- Conference Grant (**NT\$ 40,000**), National Science Council, Taiwan, Oct. 2012
- Conference Grant (**NT\$ 40,000**), Foundation For The Advancement of Outstanding Scholarship, Taiwan, May. 2012
- **1st place (NT\$ 20,000)**, Wargame Competition, Hacks In Taiwan Conference, Taiwan, 2012
- **1st place (NT\$300,000)**, Chung Hua Telecom Mobile Apps Competition, Taiwan, 2010
- Lin Hsiung Chen scholarship (**NT\$100,000**), Taiwan, 2009
(GPA in the **top 50** of all university students in Taiwan)

- TSMC scholarship (**NT\$100,000**), Taiwan, 2008
(GPA in the **top 3** of EECS students in NCTU)