Lung-Pan Cheng

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Hasso Plattner Institute
Prof.-Dr.-Helmert-Straße 2-3
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RESEARCH INTEREST

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

EDUCATION

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

Research Intern,
Microsoft Research Redmond, — 05/2016– 08/2016
- Built a system that uses a general prop to provide touch feedback in VR

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

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

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**, Eyal Ofek, Christian Holz, Hrvoje Benko, and Andrew D. Wilson. 2017. Sparse Haptic Proxy: Touch Feedback in Virtual Environments Using a General Passive Prop. In *Proc. CHI '17*. ACM, New York, NY, USA, 3718-3728.

[2] **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.

[3] **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.*

[4] **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.

[5] **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.

[6] **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.

SELECTED AWARDS

- Studying Abroad Scholarship (**US$ 32,000**), Ministry of Education, Taiwan, 2015
- **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)