

Carlos E. Tejada

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Education

University of Copenhagen

PH.D. IN COMPUTER SCIENCE

Copenhagen, Denmark

2018 – 2021

Rochester Institute of Technology

PH.D. IN COMPUTER SCIENCE

Rochester, New York, USA

2017 – 2018

Rochester Institute of Technology

M.SC. IN INFORMATION SCIENCE

Rochester, New York, USA

2014 – 2016

Pontificia Universidad Católica Madre y Maestra

B.SC. IN SYSTEMS ENGINEERING

Santiago, Dominican Republic

2008 – 2012

Employment

University of Washington

POSTDOCTORAL FELLOW

Seattle, Washington, USA

2023 – Present

Aarhus University

POSTDOCTORAL FELLOW

Aarhus, Denmark

2023 – 2024

Netcompany A/S

IT CONSULTANT

Copenhagen, Denmark

2021 – 2023

University of Copenhagen

PH.D. FELLOW

Copenhagen, Denmark

2018 – 2021

Rochester Institute of Technology

PH.D. FELLOW

Rochester, New York, USA

2017 – 2018

Rochester Institute of Technology

GRADUATE RESEARCH ASSISTANT

Rochester, New York, USA

2014 – 2016

Tous Software Corp.

SENIOR SOFTWARE DEVELOPER

Miramar, Florida, USA

2011 – 2014

Synergies Strategic Services

JUNIOR SOFTWARE DEVELOPER

Santiago, Dominican Republic

2011 – 2012

Research and Creative Scholarship

PH.D. DISSERTATION

- T1. *Title:* Print-and-Play-Fabrication
 Completed: October 2021
 Advisor: Daniel L. Ashbrook
 Institution: Københavns Universitet

PEER-REVIEWED CONFERENCE PRESENTATIONS

- C8. Niels Christian Buch, **Carlos E. Tejada**, Valkyrie Savage, Daniel Ashbrook. LaCir: A Multilayered Laser-cuttable Material to Co-fabricate Circuitry and Structural Components. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI)*, Honolulu, Hawaii, USA, 10 pages. (26% acceptance rate).
- C7. **Carlos E. Tejada**, Valkyrie Savage, Mengyu Zhong, Raf Ramakers, Daniel Ashbrook, Hyunyoung Kim. AirLogic: Embedding Pneumatic Computation and I/O in 3D Models to Fabricate Electronics-Free Interactive Objects. In *The 35th Annual ACM Symposium on User Interface Software and Technology*, Bend, Oregon, 2022, 10 pages. (25% acceptance rate).
- C6. Aaron Visschedijk, Hyunyoung Kim, **Carlos E. Tejada**, and Daniel Ashbrook. ClipWidgets: 3D-printed Modular Tangible UI Extensions for Smartphones. In *Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI)*, Daejeon, Korea, 2022, 8 pages. (29% acceptance rate).
- C5. Hyunyoung Kim, Aluna Everitt, **Carlos E. Tejada**, Mengyu Zhong, and Daniel Ashbrook. MorpheesPlug: A Toolkit for Prototyping Shape-Changing Interfaces. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI)*, Yokohama, Japan, 2021, 10 pages. (23% acceptance rate).
- C4. **Carlos E. Tejada**, Raf Ramakers, Sebastian Boring, and Daniel Ashbrook. AirTouch: 3D-printed Touch-Sensitive Objects Using Pneumatic Sensing. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI)*, Honolulu, Hawaii, USA, 2020, 8 pages. (24.3% acceptance rate).
- C3. **Carlos E. Tejada**, Jess McIntosh, Klæs Alexander Bergen, Sebastian Boring, Daniel Ashbrook, Asier Marzo. EchoTube: Robust Touch Sensing along Flexible Tubes using Waveguided Ultrasound. In *Proceedings of ACM International Conference on Interactive Surfaces and Spaces (ISS)*, Daejeon, Korea, 2019, 9 pages (30.6% acceptance rate). **Honorable Mention Award.**
- C2. **Carlos E. Tejada**, Osamu Fujimoto, Zhiyuan Li. Daniel Ashbrook. Blowhole: Blowing-Activated Tags for Interactive 3D-Printed Models. In *Proceedings of the 44th Graphics Interface Conference (GI'18)*, Toronto, ON, 2018, 6 pages (43% acceptance rate).
- C1. Daniel Ashbrook, **Carlos E. Tejada**, Dhwanit Mehta, Anthony Jiminez, Goudam Muralitharam, Sangeeta Gajendra, Ross Tallents.. Bitey: An Exploration of Tooth Click Gestures for Hands-Free User Interface Control. In *ACM 18th International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI)*, Florence, Italy, 2016, 12 pages (23.9% acceptance rate).

PEER-REVIEWED DOCTORAL CONSORTIUM

- DC1. **Carlos E. Tejada**. Print-and-Play: 3D-printed Interactive Objects Without Assembly or Calibration. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20)*, Honolulu, Hawaii, USA, 2020, 6 pages.

PEER-REVIEWED CONFERENCE SPECIAL INTEREST GROUPS PROPOSALS

- SIG1. Adriana Alvarado Garcia, Karla Badillo-Urquiola, Mayra D. Barrera Machuca, Franceli L. Cibrian, Marianela Ciolfi Felice, Laura S. Gaytán-Lugo, Diego Gómez-Zarà, Carla F. Griggio, Monica Perusquia-Hernandez, Soraia Silva-Prietch, **Carlos E. Tejada**, and Marisol Wong-Villacres. Fostering HCI Research in, by, and for Latin America. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20)*, Honolulu, Hawaii, USA, 2020, 4 pages.

Students Supervised

MASTER THESIS STUDENTS

- 2020 Mengyu Zhong
Thesis title: *AirHaptic: A Large-Scale, Dynamic, Air-Jet-Based Haptic Display*
- 2021 Aaron Visschedijk
Thesis title: *ClipWidgets: 3D-printed Modular Tangible UI Extensions for Smartphones*

Academic Service

CONFERENCE COMMITTEE ACTIVITIES

- 2021 Program Committee, Late-Breaking Work.
ACM Conference on Human Factors in Computing Systems (CHI' 21).

NON-COMMITTEE VOLUNTEER POSITIONS

- 2020 Assistant to the Program Committee Chairs: Accessibility and Aging.
ACM Conference on Human Factors in Computing Systems (CHI' 20).

CONFERENCE AND JOURNAL REVIEWING ACTIVITIES

- 2023 ACM Conference on Human Factors in Computing Systems (CHI).
- 2022 ACM Conference on Human Factors in Computing Systems (CHI).
ACM Conference on User Interface Software and Technology (UIST).

2021	ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM Conference on Human Factors in Computing Systems (CHI). ACM Transactions on Computer-Human Interaction (TOCHI).
2020	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI). IEEE Pervasive Computing. IEEE Robotics and Automation Letters. Proceedings of the ACM on Human-Computer Interaction: Interactive Surfaces and Spaces (ISS).
2019	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI). ACM Conference on Human Factors in Computing Systems (CHI). International Conference on Human-Computer Interaction with Mobile Devices and Services (MobileHCI). ACM Conference on User Interface Software and Technology (UIST).
2018	Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). ACM Conference on Human Factors in Computing Systems (CHI). ACM Conference on User Interface Software and Technology (UIST).

Other

TRAINING

Hasso Plattner Institute

UIST SCHOOL

Potsdam, Germany

2018

ETH Zurich

ACM SIGCHI SUMMER SCHOOL ON COMPUTATIONAL INTERACTION

Zurich, Switzerland

2017

INVITED TALKS

Human-Computer Integration Research Laboratory

ENABLING NON-EXPERTS TO AUTHOR TANGIBLE INTERACTIONS

Chicago, Illinois, USA

2020

SELECTED POPULAR PRESS

Prosa

HVEM? HVAD? HVORFOR?

2020

Arduino Blog

AIRTOUCH: PNEUMATIC SENSING FOR 3D PRINTS

2020

References

Dr. Daniel Ashbrook

PHD SUPERVISOR

- Email: dan@di.ku.dk
- Phone number: +45 53 63 83 12

Dr. Kasper Hornbæk

HUMAN-CENTERED COMPUTING SECTION DIRECTOR

- Email: kash@di.ku.dk
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Dr. Michael Wessely

POSTDOCTORAL ADVISOR

- Email: michael.wessely@cs.au.dk
- Phone number: +45 87 15 00 00

Dr. Valkyrie Savage

COLLABORATOR

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