

### Research Statement\_

My research interest is in Human-Computer Interaction, focusing on personal fabrication. I worked on enabling increased complexity with laser cutters to build complex 3-dimensional objects with ease. I am also interested in applying personal fabrication techniques in tangible interaction and sensing, or using augmented/virtual reality to support fabrication.

### **Education**

#### **Hasso Plattner Institute (HPI)**

Oct. 2022 - Present

PHD STUDENT

Advised by Prof. Dr. Patrick Baudisch

#### **National Taiwan University (NTU)**

Sep. 2017 - Jan. 2022

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & INFORMATION ENGINEERING WITH A MINOR IN MECHANICAL ENGINEERING

Taipei, Taiwan

· GPA: 4.03/4.30

### **Publications**

- [1] Chiao Fang<sup>†</sup>, Vivian Hsinyueh Chan<sup>†</sup>, and Lung-Pan Cheng. 2022. Flaticulation: Laser Cutting Joints with Articulated Angles. In Proceedings of the 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22). [link]
- [2] Bo-Cheng Ke, Min-Han Li, Yu Chen, Chia-Yu Cheng, Chiao-Ju Chang, Yun-Fang Li, Shun-Yu Wang, Chiao Fang, and Mike Y. Chen. 2023. TurnAhead: Designing 3-DoF Rotational Haptic Cues to Improve First-person Viewing (FPV) Experiences. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23). [link]

† indicates equal contribution

# **Research Experience**

#### **Human Computer Interaction Lab, HPI**

Oct. 2022 - Present

PHD STUDENT, SUPERVISED BY PROF. DR. PATRICK BAUDISCH

Potsdam, Germany

• Researching on digital fabrication and laser cut assembly instructions

#### **Computational Physicality Lab, NTU**

Feb. 2022 - Jul. 2022

RESEARCH ASSISTANT, SUPERVISED BY PROF. LUNG-PAN CHENG

Taipei, Taiwan

• Research focuses on personal fabrication and tangible interface

## **Computational Physicality Lab, NTU**

Sep. 2020 - Jan. 2022

Undergraduate Researcher, supervised by Prof. Lung-Pan Cheng

Taipei, Taiwan

- Proposed special laser-cut joint to facilitate the assembly of 3D objects
- Constructed a large, interactive mid-air surrounding shape display

#### **Human Computer Interaction Lab, NTU**

Feb. 2020 - Sep. 2020

Taipei, Taiwan

Undergraduate Researcher, supervised by Prof. Mike Y. Chen

- Researched on haptics using compressed air in VR to alleviate cybersickness and improve viewing experience for immersive videos
- · Designed haptic feedback for impacts, analyzed data from user studies, and provided visualizations of the data

## Teaching Experience \_\_\_\_\_

TEACHING ASSISTANT Potsdam, Germany

Hasso Plattner Institute, Instructor: Prof. Patrick Baudisch

**Computer Systems Laboratory** 

Fall 2021

TEACHING ASSISTANT Taipei, Taiwan

CSIE3311 at National Taiwan University, Instructor: Prof. Lung-Pan Cheng

### **Honors & Awards**

Scholarship in Software Systems Engineering (€22 800), Hasso Plattner Institute

1st Place (NT\$30 000) (out of 20 research projects), Undergraduate Research Project, NTU CSIE

Best Presentation (out of 20 research projects), Undergraduate Research Project, NTU CSIE

Dean's List (3 times), NTU (GPA in top 5% of the department)

May. 2022

Jun. 2022

Jun. 2020

Fall '17, Spring '18, Fall '19

# Design Projects - CHIAOFANG.TW/#PORTFOLIO \_\_\_\_\_

I have been building various design projects to explore different materials and fabrication methods. I picked up woodworking and sewing skills among other fabrication skills through out the process. Those projects are showcased in my portfolio. Integrating my enthusiasm for technology, design, and maker culture has led to / built up my research interest in personal fabrication.









## **Skills**

**Programming Languages** Python, C/C++

Library/Toolkit OpenCV

CAD AutoCAD, Fusion 360, Inventor, SolidWorks, Rhinoceros 3D

**Graphics/Video** Photoshop, Illustrator, Premiere, DaVinci Resolve

Prototyping/Fabrication Arduino, Electronics, PCB, 3D printing, Laser cutting, Woodworking, Sewing, Molding

Other ME

**Languages** Mandarin Chinese (native), English (TOEFL: 107)

## **Extracurricular Activities**

#### Organizing Taiwan Night @ CHI '23

Apr. 2023

TAIWANESE ASSOCIATION OF COMPUTER HUMAN INTERACTION

Hamburg, Germany

Organized party at CHI to connect people and promote works from the Taiwanese CHI community

Organizing UCCU 2021

TAIWANESE ASSOCIATION OF COMPUTER HUMAN INTERACTION

Oct. 2021 - Dec. 2021 Taipei, Taiwan

Organized event for Taiwanese HCI researchers to meet up and share papers published at UIST/CHI/CSCW/UbiComp as conferences went virtual

#### **Bicycle Maintenance Volunteer on Campus**

May. 2018

NATIONAL TAIWAN UNIVERSITY

Taipei, Taiwan

Learned the practice of fixing bicycles and provided bicycle maintenance service on the campus to promote cycling safety