

# Cheng Xu

Interaction Designer &  
Creative Technologist

## CONTACT

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## EDUCATION

AUG. 2009 - MAY. 2011 | PITTSBURGH, PA

**Carnegie Mellon University**, Master of Tangible Interaction Design

AUG. 2007 - DEC. 2008 | NEW HAVEN, CT

**Yale University**, Master of Science in Mechanical Engineering

AUG. 2003 - JUL. 2007 | BEIJING, CHINA

**Tsinghua University**, Bachelor of Science in Mechanical Engineering

## EXPERIENCE

JUN. 2010 - MAY. 2011 | PITTSBURGH

**Disney Research**, Interaction Design Lab Associate

Initiated research on tactile interface for visually impaired people; published results.

Designed tabletop tactile display and interaction through user interviews, psychophysical studies, digital and physical modelling.

Built and evaluated wearable device for augmented game experience.

AUG. 2009 - MAY. 2010 | CARNEGIE MELLON UNIVERSITY

**Making Things Interact**, Teaching Assistant

Gave lectures, prepared demonstrations, and supervised lab for physical computing course.

AUG. 2007 - DEC. 2008 | YALE UNIVERSITY

**Human-Machine Interaction Lab**, Researcher

Designed and implemented interactive musical interface for coordinating dyadic tasks.

Prepared test protocol and conducted quantitative user studies.

FEB. 2008 - DEC. 2008 | YALE UNIVERSITY

**SAE Formula Hybrid Racing Car Team**, Mechanical Designer

Designed, modeled, and optimized critical components for the racing car.

Designed sponsorship brochure and coordinated promotional activities; raised \$16,000.

## PUBLICATIONS

Tactile Display for the Visually Impaired Using TeslaTouch, ACM CHI, Canada, May 2011

Interactive Fabrication: New Interfaces for Digital Fabrication, SIGCHI TEI, Portugal, Jan. 2011

End-user Design and Fabrication of Interactive Paper Devices, MIT Media Lab, Jan. 2010

## WORKSHOPS & EXHIBITIONS

Seeeduino Marble Run, Maker Faire Bay Area, May. 2011

SpeakerWire, Interaction I/O/I Barcelona Jun. 2011, and Maker Faire New York, Sep. 2010

I Can Fly (kinetic sculpture), Three Rivers Arts Festival Gallery, Dec. 2009- Jan. 2010

Hivebots Workshop on Generative Design, Carnegie Science Center, May. 2009- Aug. 2009

## HONORS

Fine Foundation Student Awards for Electronic Time Based Art, 2010

Yale Faculty of Engineering Fellowship and University Fellowship, 2007

Challenge Cup, Best Exhibition: Humanoid Robot Hand, Tsinghua University, 2006

## SKILLS

**Hardware:** Digital prototyping, machine shop, hand tools, circuit board

**Programming:** Java, C/C++, Processing, Arduino, openFrameworks, MATLAB, Android, HTML, CSS

**Applications:** Adobe Creative Suite, Pro/Engineering, SolidWorks, COSMOSMotion

## ACTIVITIES

**Social Event Coordinator**, School of Architecture, Carnegie Mellon University, 2009

**Volunteer**, Inner City Outings Youth Program, New Haven, 2007

**Actor**, MechArts Film Studio, Tsinghua University, 2004-2006