

Evan Strasnick

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Research Interests

Design Tools, Haptics, Shape change, AR/VR, Sensing, Wearable computing, Gaze interaction, Robotics, Sensory substitution, Brain-computer interface, Maker tools

Education

Stanford University

Ph.D. in Computer Science

2015 –

Co-Advisors: Prof. Maneesh Agrawala (Computer Science)

Prof. Sean Follmer (Mechanical Engineering)

Princeton University

B.S.E. in Computer Science

2011 – 2015

Employment

Microsoft Research – Redmond, WA

2017

Research Intern

Microsoft Corporation – Redmond, WA

2014

Software Development Intern

Lua Technologies – New York, NY

2013

Software Development Intern

Eastern Virginia Medical School – Norfolk, VA

2010

Research Associate

Awards and Honors

2016 National Defense Science and Engineering Graduate Fellowship
NSF Graduate Research Fellowship (Declined)

2015 Stanford School of Engineering Fellowship
Phi Beta Kappa Honor Society

2014 Accenture Prize
Best Poster Award for Undergraduate Research in Computer Science
Tau Beta Pi Engineering Honor Society
Sigma Xi Scientific Research Honor Society

2013 Shapiro Prize for Academic Excellence

Publications

- [1] Strasnick, E., Holz, C., Ofek, E., Sinclair, M., and Benko, H. "Haptic Links: Bimanual Haptics for Virtual Reality Using Variable Stiffness Actuation." 2018. *CHI 2017: SIGCHI Conference on Human Factors in Computing Systems*.
- [2] Strasnick, E., Agrawala, M., and Follmer, S. "Scanalog: Interactive Design and Debugging of Analog Circuits with Programmable Hardware". 2017. *Proceedings of UIST 2016: ACM Symposium on User Interface Software and Technology*.
- [3] Strasnick, E., Yang, J., Tanner, K., Olwal, A., and Follmer, S. "shiftIO: Reconfigurable Tactile Elements for Dynamic Affordances and Mobile Interaction". 2017. *CHI 2017: SIGCHI Conference on Human Factors in Computing Systems*. **Best Paper Honorable Mention**.
- [4] Strasnick, E., Cauchard, J., and Landay, J. "BrushTouch: Exploring an Alternative Tactile Method for Wearable Haptics". 2017. *CHI 2017: SIGCHI Conference on Human Factors in Computing Systems*.
- [5] Strasnick, E. and Follmer, S. "Applications of Switchable Permanent Magnetic Actuators in Shape Change and Tactile Display". 2016. *Adjunct Proceedings of UIST 2016: ACM Symposium on User Interface Software and Technology*.
- [6] Strasnick, E. and Rusinkiewicz, S. "Candidate Eyegaze and Manual Input Methods for an Improved User Experience in Interactive Image Segmentation". 2014. [Unpublished]. **Best Poster Award**.

Other Projects

- [1] "Pianolens: An Augmented Reality Interface for Piano Instruction". 2016.
- [2] "HarmonEyes: A 3D Soundscape Explored by Ear". 2015.
- [3] "BlueCane: A Haptic Augmentation to the Standard Cane, Providing Discreet Navigational Guidance to the Blind via Bluetooth Link". 2014.

Reviewing

CHI: 2017*, 2018

Eurohaptics: 2018

TEI: 2018

WHC: 2017

*Excellent Review Awarded

Special Programs

Brown Institute for Media Innovation Base Camp

2015

Study Abroad in Ishikawa Prefecture, Japan

2015

Study Abroad in Toledo, Spain

2012