

# Evan Strasnick

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## Research Interests

Haptics, Shape change, AR/VR, Sensing devices, 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 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., 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*.
- [2] 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**.
- [3] 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*.
- [4] 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*.
- [5] 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 [Unpublished].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\*

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