Evan Strasnick

Research Scientist, AR/VR Interaction
Reality Labs, Meta
Redmond, WA

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Research Interests

AR/VR, Interaction Design, Sensing, Design Tools, Maker Tools, Circuit Design and Debugging, Haptics, Shape Change, Wearable Computing, Gaze Interaction, Robotics, Sensory Substitution, Brain-Computer Interface

Education

Stanford University
Ph.D. in Computer Science 2015 – 2020
Co-Advisors: Prof. Maneesh Agrawala (Computer Science)
Prof. Sean Follmer (Mechanical Engineering)

Princeton University
B.S.E. in Computer Science 2011 – 2015

Employment

Reality Labs, Meta – Redmond, WA 2020 –
Research Scientist, AR/VR Interaction

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 Undergrad. Research in Computer Science
Tau Beta Pi Engineering Honor Society
Sigma Xi Scientific Research Honor Society

2013 **Shapiro Prize for Academic Excellence**

Publications

[1] Christina A. Pan, Sahil Yakhmi, Tara P. Iyer, Evan Strasnick, Amy X. Zhang, Michael S. Bernstein. “Comparing the Perceived Legitimacy of Content Moderation Processes: Contractors, Algorithms, Expert Panels, and Digital Juries”. 2022. *CSCW 2022: Proceedings of the ACM on Human-Computer Interaction.*

[2] Strasnick, E., Agrawala, M. and Follmer, S. “Coupling Simulation and Hardware for Interactive Circuit Debugging”. 2021. *CHI 2021: SIGCHI Conference on Human Factors in Computing Systems.* **Best Paper.**

[3] Strasnick, E., Follmer, S., and Agrawala, M. “Pinpoint: A PCB Debugging Pipeline Using Interruptible Routing and Instrumentation”. 2019. *CHI 2019: SIGCHI Conference on Human Factors in Computing Systems.*

[4] Strasnick, E., Holz, C., Ofek, E., Sinclair, M., and Benko, H. “Haptic Links: Bimanual Haptics for Virtual Reality Using Variable Stiffness Actuation”. 2018. *CHI 2018: SIGCHI Conference on Human Factors in Computing Systems.*

[5] Sinclair, M., Ofek, E., Holz, C., Choi, I., Whitmire, E., Strasnick, E., and Benko, H. “Three Haptic Shape-Feedback Controllers for Virtual Reality”. 2018. *2018 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*.

[6] Strasnick, E., Agrawala, M., and Follmer, S. “Scanalog: Interactive Design and Debugging of Analog Circuits with Programmable Hardware”. 2017. *Proceedings of UIST 2017: ACM Symposium on User Interface Software and Technology.* **Best Paper Honorable Mention.**

[7] 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.**

[8] 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.*

[9] 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.*

Posters

[1] Strasnick, E. and Rusinkiewicz, S. “Candidate Eyegaze and Manual Input Methods for an Improved User Experience in Interactive Image Segmentation”. 2014. Princeton University. **Best Poster Award.**

Workshops

[2] Strasnick, E. “Circuit Design Tools for Exploratory Understanding”. 2019. *Adjunct Proceedings of UIST 2019: ACM Symposium on User Interface Software and Technology.* Doctoral Symposium.

Other Projects

[1] “Maestro: Encouraging Engagement with Assistive Technology through a Minimally Disruptive Haptic Volume Regulation Aid”. 2017.

[2] “Pianolens: An Augmented Reality Interface for Piano Instruction”. 2016.

[3] “HarmonEyes: A 3D Soundscape Explored by Ear”. 2015.

[4] “BlueCane: A Haptic Augmentation to the Standard Cane, Providing Discreet Navigational Guidance to the Blind via Bluetooth Link”. 2014.

Invited Talks

[1] *Circuit Design Tools for Exploratory Understanding*. Palo Alto Research Center (PARC). Palo Alto, CA. November 22, 2019.

[2] *Circuit Design Tools for Exploratory Understanding*. Sketching in Hardware 2019. Detroit, MI. September 29, 2019.

Teaching

CS 347: Human-Computer Interaction Research
ME 216M: Introduction to the Design of Smart Products

Reviewing and Committee Work

CHI: 2017*, 2018, 2019, 2020*
TOCHI: 2022
Eurohaptics: 2018
TEI: 2018, 2019
UIST: 2018, 2019, 2020*, 2022
WHC: 2017

JMRR: 2019

*Outstanding Review Awarded

PhD Admissions Committee: Stanford University. 2019, 2020.