

Chenfeng (Jesse) Gao

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SPICELab, Northwestern University

RESEARCH INTERESTS

Human Digitization / XR Experience / Creative Interfaces

AWARDS / HONORS

PhD Student Research Award, <i>Northwestern University CS Department</i>	2026
Red Dot Design Award (User Experience Category)	2025
Honorable Mention Award, <i>ACM-CHI 2025</i>	2025
Jury Honorable Mention Award, <i>ACM-CHI 2025</i>	2025
Jury Honorable Mention Award, <i>ACM-UIST SIC 2022</i>	2022
Student Notable Health/Wellness Design Award, <i>Core77</i>	2022
Best Student Design of 2022, <i>Honorable Mentions, Fast Company</i>	2022
\$27,500 Merit Scholarship, <i>University of Chicago</i>	2022

EDUCATION

Northwestern University <i>PhD in Technology and Social Behavior</i> Advisor: Karan Ahuja, PhD	Evanston, IL 2024 – Present
University of Chicago <i>Master of Science (M.S.) in Computer Science</i> Advisor: Ken Nakagaki, PhD	Chicago, IL 2022 – Mar 2024
IIT Institute of Design <i>Master of Design (M.Des.) in Human-computer Interaction</i> Advisors: Anijo Mathew, PhD, Santosh Basapur, PhD and Zach Pino	Chicago, IL 2019 – 2021
Renmin University of China <i>Bachelor of Science (B.S.) in Math and Applied Math</i>	Beijing, China 2013 – 2017

PUBLICATIONS

5. Yiquan Li, Taeyoung Yeon, **Chenfeng Gao**, Vasco Xu, Xuanyou Liu, and Karan Ahuja. 2026. MARIO: Motion-Augmented Real-Time Multi-Sensor Inertial Odometry. In Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR '26), pp. 3460–3469.
4. Vasco Xu, **Chenfeng Gao**, Henry Hoffmann, and Karan Ahuja. 2024. MobilePoser: Real-Time Full-Body Pose Estimation and 3D Human Translation from IMUs in Mobile Consumer Devices. In Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST '24). Association for Computing Machinery, New York, NY, USA, Article 70, 1–11. <https://doi.org/10.1145/3654777.3676461>

3. Ran Zhou, Jianru Ding, **Chenfeng Gao**, Wanli Qian, Benjamin Erickson, Madeline Balaam, Daniel Leithinger, and Ken Nakagaki. 2025. Shape-Kit: A Design Toolkit for Crafting On-Body Expressive Haptics. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). Association for Computing Machinery, New York, NY, USA, Article 504, Pages 1–26. <https://doi.org/10.1145/3706598.3713981> **Honorable Mention Award**
2. **Chenfeng Gao***, Wanli Qian*, Anup Sathya, Ryo Suzuki, and Ken Nakagaki. 2024. SHAPE-IT: Exploring Text-to-Shape-Display for Generative Shape-Changing Behaviors with LLMs. In Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST '24). Association for Computing Machinery, New York, NY, USA, Article 118, 1–29. <https://doi.org/10.1145/3654777.3676348>
1. **Chenfeng Gao***, Lilith Yu*, David Wu, and Ken Nakagaki. 2023. AeroRigUI: Actuated TUIs for Spatial Interaction using Rigging Swarm Robots on Ceilings in Everyday Space. In Proceedings of the 2023 CHI Conference on Human Factors in Computing Systems (CHI '23), April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 18 pages. <https://doi.org/10.1145/3544548.3581437>

ADJUNCT PUBLICATIONS

Chenfeng Gao, Wanli Qian, Richard Liu, Rana Hanocka, and Ken Nakagaki. 2024. Towards Multimodal Interaction with AI-Infused Shape-Changing Interfaces. In Adjunct Proceedings of the 37th Annual ACM Symposium on User Interface Software and Technology (UIST Adjunct '24). Association for Computing Machinery, New York, NY, USA, Article 75, 1–3. <https://doi.org/10.1145/3672539.3686315>

Chenfeng Gao*, Jiatong Li*, and Ken Nakagaki. 2022. ShadowAstro: Levitating Constellation Silhouette for Spatial Exploration and Learning. In The Adjunct Publication of the 35th Annual ACM Symposium on User Interface Software and Technology (UIST '22 Adjunct), October 29–November 2, 2022, Bend, OR, USA. ACM, New York, NY, USA, 3 pages. <https://doi.org/10.1145/3526114.3561345>

EXHIBITION / INVITED DEMO

Qualcomm Demo – Invited Technical Showcase <i>MobilePoser</i>	San Diego, CA, Feb 2026
Meta Demo – Invited Technical Showcase <i>MobilePoser</i>	Redmond, WA, Feb 2026
Rivet Demo – Invited Technical Showcase <i>MobilePoser</i>	Palo Alto, CA, Jan 2026
Qualcomm Demo – Invited Technical Showcase <i>MobilePoser</i>	San Diego, CA, Oct 2025
MSI (Museum of Science + Industry Chicago) Robot Block Party <i>Traffic Data, AeroRigUI</i>	Chicago, IL, Apr 2023
Axhibition 2023 (held by AxLab, University of Chicago) <i>AeroRigUI, SHAPE-IT</i>	Chicago, IL, Mar 2023
Expo 2020 Dubai via virtual portal in Herman Miller showroom <i>Orgo: Hybrid Socialization in workspace</i>	Chicago, IL, Nov 2021

PRESS

“Creative Agency in the Age of AI” <i>Northwestern Engineering News</i>	2026
“ID Team Wins Red Dot Award for Autonomous Shuttle Experience” <i>Institute of Design</i>	2025
“MobilePoser puts motion capture into mobile devices” <i>The Engineer</i>	2024
“Ceiling robots can reconfigure room lights and curtains” <i>NewScientist</i>	2023

ACADEMIC SERVICE

Organizing Committee

TEI Student Volunteer Chair	2026
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Student Volunteer

UIST	2024
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Reviewer

*recognized for outstanding review

UIST Papers	2024*, 2025*, 2026
CHI Papers	2025
CHI Interactivity	2024
CHI Late-Breaking Work	2026
IMWUT	2026
TEI Papers	2026
TEI WIP	2025, 2026
ICMI	2026
MobileHCI Late-Breaking Work	2025

RESEARCH & PROFESSIONAL EXPERIENCE

Northwestern University | SPICE Lab

Evanston, IL

Graduate Researcher, advised by Dr. Karan Ahuja

Aug 2024 – Present

Developing wearable sensing systems for IMU-based 6DoF spatial tracking and embodied AR interaction on commodity smartwatches and AR glasses.

University of Chicago | Actuated Experience Lab (AxLab)

Chicago, IL

Graduate Researcher, advised by Dr. Ken Nakagaki

Apr 2022 – Apr 2024

Researched tangible, shape-changing, and actuated interfaces across collaborations with Dr. Rana Hanocka (generative AI for 3D), Dr. Sarah Sebo (HRI), and Dr. Ryo Suzuki (shape-changing interfaces), and led lab workshops on design methods, Unity, and AI-integrated tangible research.

Rush University Medical Center

Chicago, IL

Graduate Research Assistant, with Dr. Santosh Basapur

Dec 2021 – Apr 2022

Built multiplayer social VR prototypes in Unity and authored study protocols investigating VR-supported problem-solving in medical settings, with an abstract accepted to TE 2022.

Harvard University | D-Lab, T.H. Chan School of Public Health

Boston, MA

Graduate Research Assistant, with Dr. André Nogueira

May – Dec 2021

Applied strategic design methods to the Gates Foundation-funded “Whole Life” global health study (1,200+ households across 15 countries coping with COVID-19), co-authoring two design reports

recognized with a Core77 Notable Health & Wellness Design Award.

Herman Miller

MR User Researcher

Designed a future scenario connecting remote and on-site workers via MR to improve socialization in hybrid workspaces; the project was exhibited at Expo 2020 Dubai.

Chicago, IL

Sep – Dec 2021

iMotions A/S

VR Specialist

Integrated Varjo XR-3 headset capabilities into the iMotions software platform for analyzing human data collected in XR environments.

Boston, MA

Jun – Aug 2021

Itch.io

Indie Game Designer/Developer

Applied spatial design and the WebXR API to independent game design.

(remote) Chicago, IL

Sep – Dec 2020

Verizon Wireless

MR UX Prototyper

Designed a virtual club experience system in Mixed Reality by applying post-human-centered design methods.

(remote) Chicago, IL

May – Aug 2020

LesPark

Product Manager Intern

Collaborated with the design team to establish and implement design standards and principles tailored to the company's objectives.

Beijing, China

Nov 2016 – Jan 2017

Renmin University of China | LISA Lab

Undergraduate Researcher, advised by Dr. Wei Xu

Applied genetic algorithms and artificial neural networks to a financial optimization project, supporting teammates on the underlying mathematical principles.

Beijing, China

Jun 2014 – Jun 2015

REFERENCES

Karan Ahuja Assistant Professor, Computer Science, Northwestern University kahuja@northwestern.edu

Ken Nakagaki Assistant Professor, Computer Science, University of Chicago knakagaki@uchicago.edu