

# Vito Janko

## Curriculum vitae

### SUMMARY

- I am a researcher with a PhD and I have almost ten years of experience working at Jožef Stefan Institute.
- My main research interest lies in recognizing user's activities with wearable sensors. It also extends into using AI for playing games and, recently, making epidemiological models.
- My expertise is in the whole pipeline of data analysis. From data-collecting, visualization and pre-processing to making machine learning models.

### WORK EXPERIENCE

**JANUARY 2013 – PRESENT**

Jožef Stefan Institute  
*Researcher*

I started working at Jožef Stefan Institute as a student (2013), then continued as a Young researcher, working on my PhD (2015). After completing it on topic: "Adapting sensor settings for energy-efficient context recognition" (2020), I got a researcher position at the same institute.

In this time I (co-)authored 26 scientific publications and collaborated on several EU-funded projects (Commodity12, Wellco, Fit4Work, Si4Care) as well as on national projects e-Turist and e-Gibalec. The work also resulted in two Python libraries, winning five data-science competitions and being an invited speaker both at Faculty of Computer and Information Science and at WideHealth winter school on e-Health & Pervasive Technologies.

Typically, our projects consisted of using wearable sensors to determine the user activity and help them with disease management or personal well-being. My task was to collect the sensor data, extract informative features, analyze domain-relevant trends and lastly build machine learning models.

### EDUCATION

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|-------------|--|
| 2009 – 2012 | <b>Undergraduate study</b><br>UNIVERSITY OF LJUBLJANA<br><i>Computer Science and Mathematics</i> |
| 2012 – 2015 | <b>Masters study</b><br>UNIVERSITY OF LJUBLJANA<br><i>Computer Science and Mathematics</i>       |
| 2015 – 2020 | <b>PhD study</b><br>JOŽEF STEFAN INTERNATIONAL<br>POSTGRADUATE SCHOOL                            |

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### TECHNOLOGIES

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|-------------|---|
| GOOD LEVEL  | Python (pandas, scikit-learn, matplotlib, keras), Java, Git, Jupyter, SQL |
| BASIC LEVEL | Android, C#, HTML, JavaScript, Tableau, Unity, flask                      |

### SKILLS

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|-------------|---|
| GOOD LEVEL  | Machine learning, optimization, data processing, interpreting sensor data, energy-efficient activity recognition, writing research papers, small team management, AI for game playing, data-analysis-pipeline design. |
| BASIC LEVEL | Deep learning, epidemiological models, both backend and general software development.   |

### AWARDS

I was team leader when competing in five international data-science competitions.

**SUSSEX-HUAWEI LOCOMOTION CHALLENGE** (2018)  
Recognizing 8 different activities (running, walking, etc.) based on sensor data. First place achieved in 2018 and 2019, third place in 2020.

**COOKING CHALLENGE** (2020)  
Recognizing which meal was being prepared based on motion capture data. Achieved first place.

**500k\$ PANDEMIC RESPONSE CHALLENGE** (2021)  
XPRIZE competition tasking us to find best counter-measure plan against COVID-19 pandemic. Our team won 250k\$ for achieving second place.

### EXTRA

- Created three Android games, and a few personal AI-related projects (for more detail check portfolio linked at the top).
- On the executive board (and treasurer in 2018) of Slovenian Artificial Intelligence Society.