

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, HeartMan, 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.

EDUCATION

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

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.
- On the executive board (and treasurer in 2018) of Slovenian Artificial Intelligence Society.