ÁGOSTON TÖRÖK

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EDUCATION	2011 -	Eötvös Loránd University of Sciences, Doctoral School of Psychology
	2009 - 2011	Eötvös Loránd University of Science, Budapest, MA in Psychology
	2006 – 2009	Eötvös Loránd University of Science, Budapest, BA in Psychology
	2005 – 2006	Damjanich János Secondary School, faculty of informatics (OKJ 52464103)
	2001 – 2005	Pannonhalma Benedictine High School and College
EMPLOYMENT	2015 -	Data scientist, Synetiq
	2013 -	Junior research fellow, Brain Imaging Centre, RCNS HAS
	2009-2011	Research assistant, Institute for Psychology, HAS
	2008-2009	Demonstrator, Dept. of Cognitive Psychology, ELTE PPK
RESEARCH	2015 Febr & June	Visiting researcher, University of Oldenburg, Germany
	2015 Jan	Visiting researcher, Technion, Haifa
	2014 Nov	Visiting researcher, University College of London, UK
	2014 May - Sept	Visiting researcher, Université de la Méditerranée, Aix-Marseille II, ISM, CRVM
	2014 Apr	Visiting researcher, The University of Texas at Austin, USA
	2012 Sept	Visiting researcher, Université de la Méditerranée, Aix-Marseille II, ISM, CRVM
	2012 July	2nd Auditory Cognition Summer School, Plymouth, UK
PROJECTS	2014-2015	Distance perception on the vertical axis: multisensory interaction between visual and vestibular cues, VisionAir (FP7 262044) project
	2013-2015	Virtual NeuroCognitive Space for research and development of future immersive mediatechnologies, KTIA_AIK_12_12-1-2013-0037
	2013-2015	Realistic sound source simulation in multimodal virtual environments: Testing the ventriloquism effect with surround systems, VisionAir (FP7 262044) project
	2012-2013	Audiovisual integration in Virtual Reality, VisionAir (FP7 262044) project
	2010-2011	Navisensor, development of an ultrasound based navigation aid for blind people

AWARDS AND SCHOLARSHIPS	2013	Campus Hungary Scholarship
	2011	Scholarship by the Student Union of Benedictine Schools
	2010	Scholarship granted by the Republic

SKILLS

Practice in biosignal processing (EEG, GSR, Eye-tracking, ECG)

Experience with various virtual reality platforms: head-mounted displays, CAVE, tablet and pc based virtual environment design (Unity 3D, Sketchup, Maya)

Programming skills (MATLAB, Python, C#, Javascript, Java), softwares for data analysis and statistics (R, Statistica, SPSS, EEGLAB), machine learning tools (keras, scikit, depmixS4, lme4), data visualization (ggplot2, seaborn, matplotlib)