Evanthia Dimara
Ph.D. Candidate in Computer Science

Evanthia DIMARA
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About me I am a Ph.D. candidate in the Aviz team, INRIA and University Paris-Saclay under the supervision of Pierre Dragicevic and Anastasia Bezerianos since October '14. My research field is **Human-Computer Interaction** and **Information Visualization**. I specialize in **decision making**: how to make it informed, conscious, unbiased and anticipating both for people who decide alone or in groups. I focus on the decisions for which the current DSS systems, models and people's heuristics tend to fail.

Education

2014 - 2017 (expected)
Ph.D. in Computer Science
Thesis (in progress): Decision making in information visualization

2012-2013
M.Sc. (Res): Research Specialty in Human Computer Interaction
Department of Sciences and Technologies for Information, Systems and Communication University of Paris-Saclay

March 2012
B.Sc. (4-year) in Computer Science
Department of Informatics and Telecommunications (DIT),
University of Athens, graduated with first class honors (GPA: 8.51/10)

Awards/Scholarships

[1] Goverment Scholarship Award 2012 from University Paris-Sud, France

[2] Scholarship Award 2012 from New York University Abu Dhabi

[3] Scholarship Award 2006 from IKY2 bringing the highest score of all DIT candidates in National Exams. (19.181/20.000)

Experience

2014 - 2017 (expected): Researcher at AVIZ team, INRIA Saclay, France

project : The decision making in information visualization
skills : information visualization, human-computer interaction, literature review, research paper writing, crowdsource experiments, framework development for on-line experiments, statistical analysis, hypothesis generation, web technologies, cognitive biases, behavioral economics, marketing research
tools : D3, CakePhp, Javascript, Crowdflower, jQuery, Php, R, Photoshop, Illustrator, svn, Tableau, LaTeX

2013 - 2014: Research Engineer at AVIZ team, INRIA Saclay, France

project : Research infrastructure on digital archives for the medieval and World War 1 based on note-taking
skills : API front and back end development, faceted browsing, participatory design with historians and archivists, agile development, user testing
tools : Django, Python, git, Javascript, jQuery, rdf, ElasticSearch, PostgreSQL, Fabric, D3, extjs, RDFace

2013 - 2012: Research Intern at INSITU team, INRIA Saclay, France

project : Operant conditioning in Human Computer Interaction
skills : behavioral psychology, operant conditioning, ergonomics, motor and cognitive learning, user study, video encoding, touch typing tutor application, lightweight finger recognition model
tools : OpenCV, C++, QTcreator

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2012 (summer): Visiting Research Assistant at Interactive Robotics and Media Laboratory, New York University Abu Dhabi (NYU), Arabic Emirates

project : Towards an empathizing and adaptive storyteller system
skills   : user study, conversational agent, emotion tracking, storytelling, narrative, adaptive emotion tagging, human-robot interaction
tools   : Greta, FaceAPI, SHORE engine

2011 (3 month): Research Intern at REVES team, INRIA Sophia-Antipolis, France

project : Design and implementation of an immersive virtual reality environment for interaction through natural gestures.
skills   : user experience design, 3D programming, experiment design, gesture interaction design and implementation, virtual reality,physics engine, WAND interaction
tools   : OpenSceneGraph (OSG), CAVE, Bullet, OsgBullet, OsgVR library, VRPN, ART tracking (Flystick, FingerTracking, Head-tracker) , Gina library

2009 - 2011: Network Administrator at Network Operation Center, Athens
skills   : troubleshooting for university services (email, ftp, vpn etc), client technical support
tools   : cisco Switches (Catalyst 5000, 6000, 3550)

2010
digitization of secondary education books for the Greek Ministry of Education

Skills

Research Skills
○ problem solving ○ analytical skills ○ multidisciplinary research ○ state of the art review ○ experiment design ○ evaluation methods ○ crowdsource experiments ○ participatory design ○ user studies ○ interviews ○ article writing ○ public speaking ○ prototyping ○ statistical analysis

Technical Skills
Web technologies
○ D3 ○ CakePHP ○ HMTL ○ jQuery ○ AngularJS ○ Node.js ○ Django
Programming Languages
○ Javascript ○ C ○ C++ ○ Php ○ R ○ Java ○ Python ○ Prolog ○ Bash Script ○ Android SDK ○ LaTeX
Operating Systems
○ Linux ○ Macintosh ○ Windows
Language Skills
Greek (native) and English (fluent)

Ph.D. Additional Training

Behavioral Economics and Psychology : 63 hours, July 2015
BEHAVE Summer school, Schola Empirica in Prague
skills   : decision making beyond computer science, international and multidisciplinary networking with senior and junior researchers, state-of-art of behavioral economics/finance and experimental psychology, workshops on experimental methods, policy making, practical applications of organizational management

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Law and intellectual property : 18 hours, February - March 2016
<u>skills</u>   : knowledge on the context of industrial and academic research and innovation, contract law, intellectual property law, author rights, industrial property, patents and trademarks

Digital Fabrication : 20 hours, October 2016 (EXPECTED)
FABLAB DIGISCOPE, Digiteo Labs,Gif-sur-Yvette, France
<u>skills</u>   : 3D-printing, digital fabrication, hardware design and fabrication for novel interaction devices and physical visualizations