# Davor Ljubenkov



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# **WORK EXPERIENCE:**

MIT Senseable Stockholm Lab Lead Business Development, Research & Partnerships Manager	08/2023 – 01/2025	
EU Public Policy Affairs Executive Manager AI & Emerging Tech, Project Mgmt, Lobbying, R&D, Gove	11/2021 – 06/2022 rnment Relations	
MEP Study Visit – Policy Analysis 06/2021 – 07/2021 Generative AI, Synthetic Media, Disinformation, Transatlantic Relations		
AI Policy Analyst and Researcher Ethical AI Governance & Policymaking	02/2021 – 08/2021	
<b>Management Consultant</b> – EY Talent Training Program Technology and Business Transformation Consulting	09/2020 - 01/2021	
Data Analyst & Data Architect – Branded Entertainment SEO, Data Warehouse & Visualization, BigQuery, Recomm	09/2020 – 02/2021 nender Systems	
IT Project Manager – Erasmus+ Gamified Programming Edu, Intelligent Tutoring System,	06/2020 – 02/2021 Collaborative Tools	
<b>Data Visualization Specialist</b> Neural Networks, Machine Learning, Smart Cities	02/2019 – 07/2019	
<b>Teaching Assistant</b> Data Analytics for Engineers - Python	11/2017 – 05/2018	
<b>Data Scientist</b> Big Data Analytics and Visualization, Product Managemen	07/2016 – 02/2017 at	
	Business Development, Research & Partnerships Manager  EU Public Policy Affairs Executive Manager  AI & Emerging Tech, Project Mgmt, Lobbying, R&D, Gove  MEP Study Visit – Policy Analysis  Generative AI, Synthetic Media, Disinformation, Transatlandal AI Policy Analyst and Researcher  Ethical AI Governance & Policymaking  Management Consultant – EY Talent Training Program Technology and Business Transformation Consulting  Data Analyst & Data Architect – Branded Entertainment SEO, Data Warehouse & Visualization, BigQuery, Recommodified Programming Edu, Intelligent Tutoring System, For Data Visualization Specialist  Neural Networks, Machine Learning, Smart Cities  Teaching Assistant  Data Analytics for Engineers - Python  Data Scientist	

# OTHER PROFESSIONAL EXPERIENCE:

Italian

Goethe-Institut	EthicaAI=LABS Fellowship	04/2022 - 12/2022
Centre for AI & Digital Policy	AI Policy Clinic Advanced Fellowship	01/2022 - 12/2022
Centre for European Expertise	Emerging Tech & EU Affairs Fellowship	05/2021 - 12/2021
Croatian Center for Social Innovation	SDG Youth Ambassador	10/2020 - 10/2021
EIT Digital Alumni Foundation	Outreach & Partnerships Officer	01/2020 - 07/2021
Harvard Kennedy School	European Club	04/2019 - 07/2019
European Institute of Innovation & Technology	EU and USA Ambassador	11/2018 - 01/2020
ESR Thêta Rowing	Competitive Regattas	02/2018 - 12/2018
Junior Enterprise EPFL	Cloud Banking Tech Analysis	04/2017 - 06/2017
FESB Laboratory for ICT Research	Web & Mobile Developer	07/2016 - 11/2016
Student Business Incubator	Start-up Academy Program	09/2014 - 02/2017
Microsoft Zagreb – Student Partner	Game Development	01/2012 - 10/2013
Concordia discors – Singing Choir	International Vocal Competitions	10/2010 - 10/2013
Art School	Fine Arts – Oil on Canvas	09/2007 - 09/2008
Music School Josip Hatze	<b>Guitar –</b> Graduate	09/2000 – 09/2006

LANGUAGES:	English	C1 + C2	Dutch	A1.1
	Russian	B1	Chinese	A1.1
	French	A1.2		
	German	A1.2		

A1.2

### **EDUCATION:**

EB C CHITION.			
Harvard University	Trustworthy AI Lab (HBS, HKS, SEAS)		
Pre-doctoral	Fulbright Schuman grant, EU-US Transatlantic relations, Law, AI	USA	
UCLA	Information Studies & Digital Cultures Lab: MSc. Thesis	Spring 2021	
MSc. Thesis	Ethical AI in the EU Context: Public Policy and Regulation	USA	
PLUS + AAU CPH	Digital Communication Leadership + Tech Management	2019 – 2021	
Joint MSc.	EACEA E+ Scholarship (top 0.01%) and Publication award	AT, DK	
MIT	Senseable City Lab	Spring 2019	
MSc. Thesis	Machine Learning, Graph Mining, Data Visualization	USA	
TU/e + KTH	Data Science + Innovation & Entrepreneurship	2017 – 2019	
Double MSc.	EIT Digital ARISE Scholarship (top 0.1%)	NL, SE	
EPFL	Immersive Interaction Group	Spring 2017	
BSc. Thesis	Scanning, Rigging and Motion Control of 3D Avatars	СН	
FESB	Computer Science	2013 – 2017	
BSc.	Fintech Start-up competition award in Luxembourg	HR	
TRAINING:			
Young BSF	Bled Strategic Forum	09/2024	
Oxford PCMLP Institute	Technology & Media Policy	08/2024	
CMMRS Max Planck	Pre-doctoral Research School	08/2022	
JEF Europe	Internet Governance	12/2021	
14th CMI Conference	Critical ICT Infrastructure & Platforms	11/2021	
EUROSFAT Forum	European Affairs & Emerging Tech	10/2021	
Young Leaders Forum	E-Governance	10/2021	
49th TPRC Conference	AI Regulation	09/2021	
IAMCR CPT Conference	Politics of Big Data and AI	07/2021	
UN ECOSOC	Youth Forum	04/2021	
13th CMI Conference	Digital Transformation	03/2020	
Artificial Creativity	Synthetic Media	11/2020	
Skoltech	Machine Learning	11/2020	
IEEE E-TEMS	Smart Cities & Mobility	08/2020	
CAP LMU	Strategic Thinking	03/2019	
E4T Management	Enterprise Architecture Management	09/2019	
NATO, EUROPOL, EY	International Cyber Security School	09/2019	
World Economic Forum	Future Cities: Urban Intelligence	08/2019	
Interreg Europe	<b>Internation Business Model Contest</b>	05/2018	
APR Croatia	Academy for Political Development	11/2016	
Know and Can	<b>Erasmus+ ForProve Theatre Method</b>	11/2016	
IEEE SoftCOM	Ericsson Emergency Recovery Procedure	09/2016	
EFST SPI	Business Academy	05/2016	
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## **PUBLICATIONS:**

**SSHEP** 

**High Energy Physics** 

09/2015

<sup>&</sup>quot;OpenHEXAI: An Open-Source Framework for Human-Centered Evaluation of Explainable AI", 2024

<sup>&</sup>quot;The Role of Automation in Modernising and Digitalising Public Services", 2022

<sup>&</sup>quot;Ethical AI in the EU Context: Visualization for Policymaking and Decision Processes", 2021

<sup>&</sup>quot;Striking the balance between innovation and regulation in AI", 2021,

<sup>&</sup>quot;Open-source collection of gamified programming exercises", 2021

<sup>&</sup>quot;AI or Human: The Socio-ethical Implications of AI-Generated Media Content", 2021

<sup>&</sup>quot;Optimizing Bike Sharing System Flows Using Graph Mining and Neural Networks", 2020

<sup>&</sup>quot;Using Cutaneous Receptor Vibration to Uncover the Effect of TMS on Motor Cortical Excitability", 2020

<sup>&</sup>quot;Scanning and Rigging a 3D Model of an Individual to be used as an Avatar in UNITY", 2017