

Felix Benedikt Dollack

RESEARCHER

Tsukuba, Ibaraki, JAPAN

☎ (+81)70-2680-3459 | ✉ felix.dollack@gmail.com | 🌐 felixdollack.github.io/aboutme | 📺 FelixDollack | 💼 felix-dollack | 🐦 @febendo | 📄 Google Scholar

Education

2017 - 2020 Human Informatics (PhD)

Tsukuba, Japan **School of Integrative and Global Majors. University of Tsukuba.**

2013 - 2015 Hearing Technology and Audiology (MSc)

Oldenburg, Germany **School of Medicine and Health Sciences. Department of Medical Physics and Acoustics. University of Oldenburg.**

2009 - 2013 Hearing Technology and Audiology (BSc)

Oldenburg, Germany **School of Construction, Geoinformation and Health Sciences. Department of Technology and Health. Jade University of Applied Sciences Oldenburg.**

Work Experience

Dez 2015 – Mar 2017 Software engineer

Erlangen, Germany **Fraunhofer Institute for Integrated Circuit (IIS)**

- Implementation of the Advanced Audio Codec (AAC) for Bluetooth in Android smartphones.
- Customer support in porting AAC to different embedded platforms (ARM, Xtensa, etc.)
- Basic quality assurance through stress-testing of the in-house code base.

Educational Related Work Experience

Aug 2019 - Mar 2020 Research Intern in Affective Computing

Atsugi, Japan **NTT Communication Science Laboratories**

- Performing experiments in the field of affective computing.
- Collecting and analyzing data with multimodal recording systems. Including Eye tracking, Electrooculography, Electromyography, Electroencephalography and Galvanic Skin Response.

Aug 2014 - Mar 2015 Research Intern in Sound Localisation

Oldenburg, Germany **Fraunhofer Institute for Digital Media Technology (IDMT)**

- Implementation of different state-of-the-art localisation algorithms.
- Comparison of different localisation algorithms.
- Design and implementation of a GUI for algorithm comparison in Matlab.

Skills

Technical **Very Experienced:** Python, Matlab, C++. **Experienced:** Android (Java), C, HTML, Arduino, Processing, Bash. **Basics:** PyTorch, Tensorflow, Unity, Oculus SDK. **Familiar:** Robot Operating System (ROS).

Research Machine learning, experimental design, qualitative research, quantitative research, statistical analysis, low, mid and hi-fidelity prototyping, multimodal sensing using EEG, EMG, EOG, motion tracking sensors and IMUs.

Languages **German** (native), **English** (fluent), **Japanese** (basic, JLPT N5, currently learning), **Spanish** (basic, currently learning).

Congresses and courses

2019 Deep Learning with PyTorch

Online Udacity

- Predicting time series with neural networks.
- Transfer learning with convolutional neural networks for object recognition.
- Recurrent neural networks for text generation.
- General Adversarial Networks for generation of human faces.
- Deploying a sentiment analysis model to Amazon Web Services (Cloud computing).

2018 Artificial Intelligence with Python

Online Udacity

- Forward planning agents.
- Adversarial game playing agents.
- Sudoku solver.

Grants

Research Grants

2019 **Challenge grant**, Project: El-Astrocade. University of Tsukuba. Tsukuba, Japan. 5 000 USD

Scholarships

2017 – 2020 **Special Fellows Scholarship**, University of Tsukuba. Tsukuba, Japan. 82 000 USD

Publications

Peer-reviewed journals

2019 **Dollack, F.**, Perusquía-Hernández, M., Kadone, H., Suzuki, K. “Gaze and head anticipation during locomotion with auditory instruction in the presence and absence of visual input”. *Frontiers in Human Neuroscience* Vol. 13:293.

Peer-reviewed conference papers

2017 **Dollack, F.**, Imbery, C., Bitzer, J. “On the Analysis of Acoustic Distance Perception in a Head Mounted Display”, *Proceedings of the International Conference on Artificial Reality and Telexistence and Eurographics Symposium on Virtual Environments (ICAT-EGVE)*, Adelaide, Australia, November 2017, 4 pages.

Publications without peer-review

2019 **Dollack, F.**, Perusquía-Hernández, M., Kadone, H., Suzuki, K. “Auditory Locomotion Guidance System For Spatial Localization”. *Proceedings of International Symposium of Micro-NanoMechatronics and Human Science (MHS)*, pp. 49-52, Nagoya, Japan, December 2019.

2016 **Dollack, F.**, Imbery, C., van de Par, S., Bitzer, J. “Influence of visual stimulation on distance perception and externalisation”. *Proceedings of the DAGA 2016*, pp. 669-672, Aachen, Germany, March 2016.

2013 Hansen, M., **Dollack, F.**, Raufer, S., Grahlman, H.-L., Eberlei, G. “Speech intelligibility in realistic listening situations for different numbers, azimuths and movement of speech or noise maskers”. *Proceedings of the AIA-DAGA 2013*, including the 40th Italian (AIA) Annual Conference on Acoustics, pp. 425-427.

Posters

2019 **Dollack, F.**, Perusquía-Hernández, M., Kadone, H., Suzuki, K. “Effect of Voluntary Gaze Movement on Gait Steering Control”. *International Society of Posture and Gait Research (ISPGR) World Congress*.

2019 **Dollack, F.**, Kadone, H., Perusquía-Hernández, M., Suzuki, K. “Head Anticipation during Auditory Instructed Locomotion”. *International Society of Posture and Gait Research (ISPGR) World Congress*.

Theses

- 2020 **Dollack, F.**, “Behavioural understanding of human spatial perception and navigation in auditory space”. Ph.D. Thesis. Supervised by: Suzuki, K.
- 2015 **Dollack, F.**, “Investigation on the human performance at identifying facing angle with respect to acoustic externalization and presentation of different complex visual stimuli”. Master thesis. Supervised by: Bitzer, J. and van de Par, S.
- 2013 **Dollack, F.**, “Influence of the placing of a circular microphone array on the results of acoustic direction of arrival estimation”. Bachelor thesis. Supervised by: Wallhoff, F. and Gerlach, S.