sébastien **robaszkiewicz**

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French nationality
Single
25 years old
Driving license

Computer Science (HCI) Master
STANFORD UNIVERSITY

EDUCATION

2011 – now **Stanford University** *Stanford CA, USA*
Master of **Computer Science** (concentration in **Human Computer Interaction**).

2008 – 2011 **École Polytechnique** *Paris, France*
General engineering, concentration in **Computer Science** and **Technological Innovation**.

Technical skills **UI/UX design**, **Prototyping**; **Machine Learning**, **Data Mining**; **Web programming**.

RELEVANT WORK EXPERIENCE

2012 – 2013 **Research Assistant, Stanford University**
Flash Teams (see project below), advised by Michael Bernstein.

2012 – 2013 **Teaching Assistant, Stanford University**
For **HCI Online** (Coursera, by Scott Klemmer), **Introduction to HCI** (by Scott Klemmer), **Mining Massive Datasets** (by Jure Leskovec) and **Project in Mining Massive Datasets**, (by Jure Leskovec, Jeffrey Ullman and Anand Rajaraman).
Won 2 awards for the academic year: the Centennial Teaching Assistant Award, and the George E. Forsythe Memorial Award for Excellence in Student Teaching.

2011 – now **coFounder & UI/UX designer, Ingresse**
Ingresse (www.ingresse.com) allows Brazilians to discover events they love and purchase tickets online in a social way. The startup intends to become the leading **event finder** and **online ticketing** platform in Brazil.
Responsible for the **UI/UX**, **web development**, and the **recommendation algorithms**.

2011
(apr. – jul.) **Research Intern, Universal Music France**
Research subject: "What kind of innovation for a record label in the digital world?".
Creation of a framework that would help analyzing the possible future outcomes of the music industry along 3 axis: value transfer with price vs. with volume, artist selection via professionals vs. the crowd, and centralized vs. decentralized marketing.
At Universal Music Online, development of three main innovative projects: **social gaming**, **web TV** (OFF TV) and **social integration**/payment systems.

2010 – 2011 **coFounder & UI/UX designer, Pionid**
Development of MojoGroups, a **group messaging** application that lets you send instant group messages, photos and location information across multiple platforms.
MojoGroups won the **Best Innovative Project Award** of the Jean-Louis Gérondeau/ Zodiac Aerospace Entrepreneurship Competition.
Responsible for **UI/UX design** and **web development**.

PROJECTS

2013
(apr. – now)

Expert Crowdsourcing with Flash Teams
Flash Teams are **modular computational workflows** that **coordinate crowd experts**. Flash Teams can grow and shrink on demand, and be recombined into large ephemeral organizations. They push the complexity barriers of current crowdsourcing approaches, enabling more complex, creative or open-ended projects. We develop **Foundry**, a Flash Team **authoring platform**.
Advised by Michael Bernstein. **Published** at CrowdConf 2013.

2013
(feb. – mar.)

Stanford Student Center
The Student Center unifies the grading system for Computer Science classes, allowing the students to see all the grades of a class in one place, and facilitating the grading sessions for the Teaching Assistants. As far as my knowledge goes, the app spread to at least 5 different classes in 2 quarters, reaching 2000+ students.

2012
(oct. – dec.)

Class Picker
Class Picker is a **web application** that helps Computer Science students to plan their Master's degree at Stanford. It automatically takes into account the master's requirements, personal constraints and conflicts between class schedules to generate a set of compatible schedules. The app was referred on the Stanford Computer Science Department webpage.

2012
(apr. – jun.)

For novices playing music together, adding structural constraints leads to better music and may improve user experience
Even with simple instruments, musical novices remain unfamiliar with possible musical goals and how to achieve them, thus making their experience less enjoyable. We asked **pairs of novices** played a duet together on a **simple iOS instrument**, and we studied the effect of **structural interaction constraints**.
Advised by Scott Klemmer. **Published** as a poster at UIST 2012.

2012
(jan. – mar.)

YouMote
YouMote brings **natural user interfaces** to the **TV**. Using Microsoft **Kinect**, we interpret gestures and voice commands to perform relevant actions on the TV, such as pausing the show when the user get a phone call or when the user leaves the room. YouMote was **awarded the 2nd Best Project Prize** during the CS247: Human-Computer Interaction Studio final competition.

2009 – 2010

Scientific Collaborative Project
With a team of six students, work in collaboration with the French Scientific Police: falsification of DNA evidence, undetectable by the current identification techniques. This project was **awarded the third prize** (out of 80+) by the École Polytechnique.

EXTRA-WORK EXPERIENCE

Student's life

coFounder of a web radio on the École Polytechnique campus: development of the website, emcee of programmes with several guests and commentators.

Arts

Music (10 years of piano at the music conservatory, 5 years of guitar and singing, leader of a 4-member rock band, member of a 9-member jazz band).
Graphic design, photography.

Travels

United States, Australia, New Zealand, New Caledonia, Brazil, Russia, Spain, England, Ireland, Belgium, Switzerland, Thailand, United Arab Emirates.