

# Klemen Lilija

PHD STUDENT IN HUMAN-COMPUTER INTERACTION AT UNIVERSITY OF COPENHAGEN

☎ +45 2678-8982 | ✉ lilija@di.ku.dk

## Education

### University of Copenhagen

PHD STUDENT (SUPERVISOR: KASPER HORNBÆK)

- R&D of Augmented Reality and Virtual Reality interaction techniques
- Communication of findings through teaching, articles and conference presentations

Copenhagen

2017 - now

### Hasso Plattner Institute

VISITING RESEARCHER

- Design of a novel body-based game controller
- Development of force-based inverse kinematic system
- Minimal-movement gesture classification model

Potsdam

Summer 2020

### TU Berlin

MSC: HUMAN COMPUTER INTERACTION AND DESIGN

- Usability study of transparent displays
- Exploration of gaze-based interaction techniques for transparent displays

Berlin

2014 - 2015

### Royal Institute of Technology

MSC: HUMAN COMPUTER INTERACTION AND DESIGN

Stockholm

2013 - 2014

### Sabanci University

EXCHANGE SEMESTER

Istanbul

Winter 2013

### University of Maribor

BSC MECHATRONICS

Maribor

2009 - 2013

## Experience

### relayr GmbH

FIELD ENGINEER & DEVELOPER ADVOCATE

- R&D of industrial IoT products for corporate clients
- Requirement analysis and solutions engineering
- Deployment of prototypes (e.g., at DB stations, Merck production lines)
- Developer Advocate activities (Workshops, Hackatons and Conferences)

Berlin

2016 - 2017

### Computer Graphics Department, TU Berlin

RESEARCH ASSISTANT

Berlin

2015

### Quality & Usability Lab, TU Berlin

RESEARCH ASSISTANT

Berlin

2015

### Bookl

CO-FOUNDER

- Development of eBook platform (iOS application).
- Business model development.

Stockholm

2013

### Dive Center Krk

PADI UNDERWATER GUIDE

Croatia

2011

## Skills

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<b>General</b>	User Research, Interaction Design, Rapid Prototyping, Solutions Engineering
<b>Programming Languages</b>	C#, Python, C/C++, Lua, R, HTML, CSS, JS
<b>Hardware</b>	Microcontrollers, 3D Printing, Laser Cutting
<b>Design</b>	Adobe Premiere, Illustrator, Photoshop, Ableton
<b>Other</b>	AI/ML, IoT, Edge Computing, VR/AR, Unity3D, Eye Tracking

## Languages

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<b>English</b>	Fluent
<b>German</b>	Conversational (B1)
<b>Slovenian</b>	Native
<b>Croatian</b>	Fluent

## Other

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<b>Association for Computing Machinery, CHI 2020, Subcommittee Chair Assistant</b>	<i>remote</i> 2019
<b>ACM CHI, ACM MobileHCI &amp; ACM UIST Reviewer</b>	<i>since 2018</i>
<b>Unity3D Unite Attendee (DOTS training day)</b>	<i>Copenhagen</i> 2019
<b>Association for Computing Machinery, CHI 2019, Paper Presentation</b>	<i>Glasgow</i> 2019
<b>Voxxed Days Presenter: Beehive monitoring as application of Fog computing</b>	<i>Belgrade</i> 2016

## Publications

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<b>Who Put That There? Temporal Navigation of Spatial Recordings by Direct Manipulation</b> KLEMEN LILIJA, HENNING POHL AND KASPER HORNBÆK. ACM CHI 2020.	2020
<b>Augmented Reality Views for Occluded Interaction</b> KLEMEN LILIJA, HENNING POHL, SEBASTIAN BORING, AND KASPER HORNBÆK. ACM CHI 2019.	2019
<b>Influence of Display Transparency on Background Awareness and Task Performance</b> DAVID LINDLBAUER, KLEMEN LILIJA, ROBERT WALTER, AND JÖRG MÜLLER. ACM CHI 2016.	<i>Honourable Mention</i> 2016