Klemen Lilija

PhD Candidate in Computer Science at University of Copenhagen

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Education

University of Copenhagen
Copenhagen

PhD: Computer Science (Supervisor: Kasper Hornbæk)
Oct 2017 - now

- R&D of Augmented Reality and Virtual Reality interaction techniques
- Management of 3-6 person projects that span over 6-12 months
- Quantitative and qualitative usability studies
- Communication of findings through teaching, articles and conference presentations

Hasso Plattner Institute
Potsdam

Visiting Researcher
May - Sep 2020

- Hardware design of a novel body-based game controller
- Classification of gestures by using machine learning
- R&D of force-base inverse kinematic system

TU Berlin
Berlin

MSc: Human Computer Interaction and Design
2014 - 2015

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

Royal Institute of Technology
Stockholm

MSc: Human Computer Interaction and Design
2013 - 2014

- Major in Human-Computer interaction
- Minor in Innovation and Entrepreneurship

Sabanci University
Istanbul

Exchange Semester
Winter 2013

University of Maribor
Maribor

BSc Mechatronics
2009 - 2013

- Final Project: Low Cost USB Pulse Oximeter

Experience

relayr GmbH
Berlin

Field Engineer & Developer Advocate
Mar 2016 - Jun 2017

- R&D of industrial IoT products for corporate clients
- Requirement analysis and solutions engineering
- Deployment of solutions at client premises
- Developer Advocate activities (Workshops, Hackatons and Conferences)

Computer Graphics Department, TU Berlin
Berlin

Research Assistant
Winter 2015

Quality & Usability Lab, TU Berlin
Berlin

Research Assistant
Summer 2015

Bookl
Stockholm

Co-Founder
Apr - Jun 2013

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

Skills

General	Solutions Engineering, User Research, Interaction Design, Data Science
Programming Languages	C#, Python, R, C/C++
Hardware	Microcontrollers, 3D Printing, Laser Cutting
Design	Adobe CC suite, Web Design, 3D modeling
Technologies	VR/AR, Eye Tracking, AI/ML, IoT, Edge Computing

Languages

English	Full professional proficiency
German	Conversational (B2)
Slovenian	Native
Serbo-Croatian	Proficient

Other

Association for Computing Machinery, CHI 2020, Subcommittee Chair Assistant *remote*
2019

ACM CHI, ACM MobileHCI & ACM UIST Reviewer
since 2018

Unity3D Unite Attendee (DOTS training day) *Copenhagen*
2019

Association for Computing Machinery, CHI 2019, Paper Presentation *Glasgow*
2019

Voxxed Days Presenter: Beehive monitoring as application of Fog computing *Belgrade*
2016

PADI Divemaster
Since 2011

Publications

Who Put That There? Temporal Navigation of Spatial Recordings by Direct Manipulation
Klemen Lilija, Henning Pohl and Kasper Hornbæk. ACM CHI 2020. *2020*

Augmented Reality Views for Occluded Interaction
Klemen Lilija, Henning Pohl, Sebastian Boring, and Kasper Hornbæk. ACM CHI 2019. *2019*

Influence of Display Transparency on Background Awareness and Task Performance *Honourable Mention*
David Lindlbauer, Klemen Lilija, Robert Walter, and Jörg Müller. ACM CHI 2016. *2016*