

# Lukas Uzolas

Delft | Netherlands

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## EDUCATION

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|---|---|
| <b>PhD</b>   <b>CGV - Computer Science</b><br>TU Delft  | May. 2022 – ongoing<br>Delft, Netherlands       |
| <ul style="list-style-type: none"> <li>• Computer Graphics, 3D Computer Vision, Machine Learning</li> <li>• Supervised by Petr Kellnhofer &amp; Elmar Eisemann</li> </ul>   |   |
| <b>M.Sc.</b>   <b>Image Processing and Computer Vision</b><br>PPCU, UAM, UBx  | Sep. 2019 – Sep. 2021<br>Hungary, Spain, France |
| <ul style="list-style-type: none"> <li>• Erasmus Mundus Master Degree conducted at three universities</li> <li>• Thesis: Meta-Learning for Domain Generalization with Style-based Parameter Prediction in Biomedical Image Segmentation [<a href="#">thesis</a>]</li> </ul> |   |
| <b>B.Sc.</b>   <b>Human-Computer-Interaction</b><br>University of Hamburg   | Oct. 2015 – Jun. 2019<br>Hamburg, Germany       |
| <ul style="list-style-type: none"> <li>• Computer Science and Psychology</li> </ul>   |   |
| <b>B.Sc.</b>   <b>Business and Psychology</b><br>eufom  | Sep. 2014 – Sep. 2015<br>Hamburg, Germany       |
| <ul style="list-style-type: none"> <li>• After a year of study, I switched to Computer Science due to a stronger interest</li> </ul>  |   |

## EXPERIENCE

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| <b>Master Thesis Research Intern (Remote)</b><br><b>VCG SEAS, Harvard University</b>   | Feb. 2021 – Jun. 2021<br>Boston, USA                  |
| <ul style="list-style-type: none"> <li>• Research internship to conduct my Master's thesis at the Visual Computing Group, Harvard University</li> </ul>  |   |
| <b>Summer Research Intern</b><br><b>Medical Engineering Development &amp; Innovation Center</b>  | Jul. 2020 – Sep. 2020<br>Madrid, Spain                |
| <ul style="list-style-type: none"> <li>• Research and implementation of algorithms extracting features from eye imagery with high speed cameras</li> </ul>   |   |
| <b>Working Student Software Development</b><br><b>Senacor, Daimler AG, BOOM GmbH</b>   | Oct. 2017 – Feb. 2019<br>Hamburg & Stuttgart, Germany |
| <ul style="list-style-type: none"> <li>• Involved in multiple projects at various companies</li> <li>• Responsible for conceptualization and implementation of Fullstack and Backend applications</li> </ul> |   |

## TEACHING & SUPERVISION

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|--|---|
| <b>Thesis Co-supervision</b><br><b>TU Delft</b>  | Oct. 2023 - ongoing<br>Delft, Netherlands |
| <ul style="list-style-type: none"> <li>• Co-supervision of multiple B.Sc. and M.Sc. thesis projects</li> </ul>                         |   |
| <b>Teaching Assistant in Applied Image Processing</b><br><b>TU Delft</b>   | Sep. 2022 - ongoing<br>Delft, Netherlands |
| <ul style="list-style-type: none"> <li>• Supervision of practical sessions, grading, creation of assignments (M.Sc. course)</li> </ul> |   |

**Student Supervisor in Software Development**

Oct. 2016 – July. 2017

**University of Hamburg**

Hamburg, Germany

- Teaching object-oriented programming to students, supervision and examination of student's homework, preparation of educational materials (B.Sc. course)

**AWARDS AND HONOURS****Honours M.Sc. Degree in IPCV**

Sep. 2021

Honours degree in Image Processing and Computer Vision

**Erasmus Mundus Master Scholarship**

Sep. 2019

Fully funded graduate studies with an acceptance rate below 5 percent

**Outstanding B.Sc. Degree in HCI**

Jun. 2019

Best Human-Computer-Interaction degree in the summer semester of 2019

**PUBLICATIONS****MotionDreamer: Exploring Semantic Video Diffusion features for Zero-Shot 3D Mesh Animation**, 3DV 2025 [[paper](#)]

Lukas Uzolas, Elmar Eisemann, Petr Kellnhofer

**Template-free Articulated Neural Point Clouds for Reposable View Synthesis**, NeurIPS 2023 [[paper](#)]

Lukas Uzolas, Elmar Eisemann, Petr Kellnhofer

**Deep Anomaly Generation: An Image Translation Approach of Synthesizing Abnormal Banded Chromosome Images**, IEEE Access 2022 [[paper](#)]

Lukas Uzolas\*, Javier Rico\*, Pierrick Coupé, Juan C. SanMiguel, and György Cserey

**Scale & Walk: Evaluation of scaling-based interaction techniques for natural locomotion in VR**, Mensch und Computer 2018 [[paper \(German\)](#)]

Boysen, Yannic\*; Husung, Malte\*; Mantei, Timo\*; Müller, Lisa-Maria\*; Schimmelpfennig, Joshua\*; Uzolas, Lukas\*; Langbehn, Eike;

Original title (German): Evaluation von skalierungsbasierten Interaktionstechniken zur natürlichen Fortbewegung in VR

*\*equal contribution***CODING PROFICIENCY**

I have worked with the following languages and frameworks amongst others:

**Python** (PyTorch, Tensorflow, Numpy, Pandas, scikit-learn, OpenCV, etc.), **C++**, **NodeJS**, **Javascript** (Vue.JS), **Java**, **C#**, **Matlab**, **Unity**, **Racket**, **AWS**, **SQL** (MySQL), **NoSQL** (MongoDB), **HTML**, **CSS**, **Git**, **slurm**, **Linux**