

Lukas Uzolas

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EDUCATION

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|---|---|
| Ph.D Computer Science
TU Delft | May. 2022 – ongoing
Delft, Netherlands |
| <ul style="list-style-type: none"> Neural Rendering, Computer Vision, Machine Learning | |
| M.Sc. Image Processing and Computer Vision
PPCU, UAM, UBx | Sep. 2019 – Sep. 2021
Hungary, Spain, France |
| <ul style="list-style-type: none"> Erasmus Mundus Master Degree conducted at three universities Thesis: Meta-Learning for Domain Generalization with Style-based Parameter Prediction in Biomedical Image Segmentation [thesis] | |
| B.Sc. Human-Computer-Interaction
University of Hamburg | Oct. 2015 – Jun. 2019
Hamburg, Germany |
| <ul style="list-style-type: none"> Thesis: Evaluation of Grayscale Hand Gesture Segmentation with Fully Convolutional Neural Networks [thesis] | |
| B.Sc. Business and Psychology
eufom | Sep. 2014 – Sep. 2015
Hamburg, Germany |
| <ul style="list-style-type: none"> After a year of studying, I realized I am more interested in Computer Science and changed my course of study | |

EXPERIENCE

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| Master Thesis Research Intern (Remote)
VCG SEAS, Harvard University | Feb. 2021 – Jun. 2021
Boston, USA |
| <ul style="list-style-type: none"> Research internship to conduct my Master's thesis at the Visual Computing Group, Harvard University | |
| Summer Research Intern
Medical Engineering Development & Innovation Center | Jul. 2020 – Sep. 2020
Madrid, Spain |
| <ul style="list-style-type: none"> Research and implementation of algorithms extracting features of the eyes from high speed cameras with Matlab | |
| Working Student Backend Development
BOOM GmbH | Oct. 2018 – Feb. 2019
Hamburg, Germany |
| <ul style="list-style-type: none"> Web development in a diverse team and fast-paced environment Responsible for conceptualization and implementation of Backend applications with Node.js, Alexa, AWS, Python, Linux, REST APIS, and data visualization libraries | |
| Project, Working Student Fullstack Development
Daimler AG | Feb. 2018 – Jul. 2018
Stuttgart, Germany |
| <ul style="list-style-type: none"> Conceptualization of two intelligent car configurator Proofs-of-Concept for smart and Vans involving a chatbot based on IBM Watson Responsible for software architecture and implementation of the Backend in Node.js | |
| Working Student Fullstack Development
Senacor Technologies | Oct. 2017 – Jan. 2018
Hamburg, Germany |
| <ul style="list-style-type: none"> Agile Development of software for internal use in the company Programming with JavaScript, Vue.js, C#, and MySQL | |

TEACHING

Teaching Assistant in Applied Image Processing Sep. 2022 - Nov. 2022
TU Delft Delft, Netherlands

- Supervision of practical sessions, grading, helping with class materials

Student Supervisor in Software Development Oct. 2016 – July. 2017
University of Hamburg Hamburg, Germany

- Supervision and examination of student's homework and preparation of educational materials
- Teaching Object-oriented programming with Java, BlueJ, and Eclipse to students

AWARDS AND HONOURS

M.Sc. Honours Degree & Best of Class Sep. 2021
 Honours degree by the Pázmány Péter Catholic University (grade: 4.97/5),
 best in class according to the Autonomous University of Madrid (1/19)

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

Template-free Articulated Neural Point Clouds for Reposable View Synthesis, arXiv 2023, [[preprint](#)].

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*