

# Lukas Uzolas

Delft | Netherlands

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## EDUCATION

- Ph.D. | CGV - Computer Science** May. 2022 – ongoing  
*Delft University of Technology* Delft, Netherlands
- Computer Graphics, 3D Computer Vision, Machine Learning
  - Supervised by Petr Kellnhofer & Elmar Eisemann
- M.Sc. | Image Processing and Computer Vision** Sep. 2019 – Sep. 2021  
*PPCU, UAM, UBx* Hungary, Spain, France
- Erasmus Mundus Master Degree jointly coordinated by three European universities
  - Advanced courses in Image Processing, Machine Learning, and 3D Vision
- B.Sc. | Human-Computer-Interaction** Oct. 2015 – Jun. 2019  
*University of Hamburg* Hamburg, Germany
- Computer Science and Psychology
- B.Sc. | Business and Psychology** Sep. 2014 – Sep. 2015  
*eufom* Hamburg, Germany
- After a year, I switched to Computer Science after discovering my fascination with it

## EXPERIENCE

- Master Thesis Research Intern** Feb. 2021 – Jun. 2021  
*VCG SEAS, Harvard University* Boston, USA
- Research internship to conduct my Master's thesis at the Visual Computing Group
  - Conducted remotely due to the Covid pandemic
- Summer Research Intern** Jul. 2020 – Sep. 2020  
*MEDIC* Madrid, Spain
- Research and implementation of eye feature extraction algorithms from images
- Working Student Software Development** Oct. 2017 – Feb. 2019  
*Senacor, Daimler AG, BOOM GmbH* Hamburg & Stuttgart, Germany
- Involved in multiple projects at various companies
  - Responsible for designing and implementing Fullstack and Backend applications

## TEACHING & SUPERVISION

- Thesis Co-supervision** Oct. 2023 - ongoing  
*Delft University of Technology* Delft, Netherlands
- Co-supervision of multiple B.Sc. and M.Sc. thesis projects
- Teaching Assistant in Applied Image Processing** Sep. 2022 - ongoing  
*Delft University of Technology* Delft, Netherlands
- Supervision of practical sessions, grading, creation of assignments (M.Sc. course)
- 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)

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## AWARDS AND HONOURS

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<b>Honours M.Sc. Degree in IPCV</b>	Sep. 2021
Honours degree in Image Processing and Computer Vision	
<b>Erasmus Mundus Master Scholarship</b>	Sep. 2019
Fully funded graduate studies with an acceptance rate below 5 percent	
<b>Outstanding B.Sc. Degree in HCI</b>	Jun. 2019
Best Human-Computer-Interaction degree in the summer semester of 2019	

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## PUBLICATIONS

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**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\*; Lukas Uzolas\*; Langbehn, Eike;  
Original title (German): Evaluation von skalierungsbasierten Interaktionstechniken zur natürlichen Fortbewegung in VR

*\*equal contribution*

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## LANGUAGES

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English (*Fluent*), German (*Native*), Lithuanian (*Intermediate*), Mandarin (*Beginner*)

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## CODING PROFICIENCY

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

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