Cristian Pamparău

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Nationality: Romanian

Gender: Male

CONTACT

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WORK EXPERIENCE

01/11/2020 – 01/08/2022

Research Assistant - Project no.: PN-III-P2-2.1-PED-2019-4599; Contract no.: 347PED/2020

MintViz Lab, MANSiD Research Center, Stefan cel Mare University of Suceava

See details here: http://www.eed.usv.ro/mintviz/projects/ISELMIR/index.php

09/03/2022 – 31/12/2023

Research Assistant - Project no.: PN-III-P4-ID-PCE-2020-0434; Contract no.: PCE29/2021

MintViz Lab, MANSiD Research Center, Stefan cel Mare University of Suceava

See details here: http://www.eed.usv.ro/mintviz/projects/SensorimotorRealities/index.php

01/2021 – 31/12/2022

Research Assistant - Project no.: PN-III-CEI-BIM-PBE-2020-0001; Contract no.: 1BM/2021

MintViz Lab, MANSiD Research Center, Stefan cel Mare University of Suceava

See details here: http://www.eed.usv.ro/mintviz/projects/RadarSense/index.php

01/10/2020 – CURRENT

Teaching Assistant in Computer Science

Faculty of Electrical Engineering and Computer Science, University of Suceava, Romania

- Teaching (lab) Introduction to Computer Programming (Spring Semester)
- Teaching (lab) Object Oriented Programming (Fall Semester)

2016 – 2018

C++ Software Developer

ANTACO ROMANIA SRL

2018 – CURRENT

C++ Software Engineer

ANTACO ROMANIA SRL

EDUCATION AND TRAINING

2014 – 2018 – Universitatii 13, Suceava, Romania

BS in Computer Science

University Stefan cel Mare of Suceava

10.00/10.00 | Unit testing in C++ - Implementation of a test application

2018 – 2020 – Universitatii 13, Suceava, Romania

MS in Computer Science

University Stefan cel Mare of Suceava

10.00/10.00 | Augmented Reality Systems Using Microsoft HoloLens and Gesture-Based Interactions

10/2020 – CURRENT – Universitatii 13, Suceava, Romania

PhD Student in Computer Science

University Stefan cel Mare of Suceava, MintViz Lab, MANSiD Research Center

Extended Reality for Enhancing Sensory and Cognitive Abilities

PUBLICATIONS

The User Experience of Journeys in the Realm of Augmented Reality Television

https://dl.acm.org/doi/10.1145/3505284.3529969

Scenario-based Exploration of Integrating Radar Sensing into Everyday Objects for Free-Hand Television Control

https://doi.org/10.1145/3505284.3532982

A System for Hierarchical Browsing of Mixed Reality Content in Smart Spaces

https://ieeexplore.ieee.org/document/9108977

Experimental Evaluation of Implicit and Explicit Learning of Abstract Regularities Following Socio-Emotional Interactions in Mixed Reality

https://ieeexplore.ieee.org/document/9786218

XR4ISL: Enabling Psychology Experiments in Extended Reality for Studying the Phenomenon of Implicit Social Learning

https://doi.org/10.1145/3490632.3497830

Lifelogging Meets Alternate and Cross-Realities: An Investigation Into Broadcasting Personal Visual Realities to Remote Audiences

https://doi.org/10.1007/s11042-021-11310-3

MR4ISL: A Mixed Reality System for Psychological Experiments Focused on Social Learning and Social Interactions

https://doi.org/10.1145/3459926.3464762

FlexiSee: Flexible Configuration, Customization, and Control of Mediated and Augmented Vision for Users of Smart Eyewear Devices

https://link.springer.com/article/10.1007/s11042-020-10164-5

From Do You See What I See? to Do You Control What I See? Mediated Vision, From a Distance, for Eyewear Users

https://doi.org/10.1145/3428361.3432089

A Research Agenda Is Needed for Designing for the User Experience of Augmented and Mixed Reality: A Position Paper

https://doi.org/10.1145/3428361.3432088

PEER REVIEWING - JOURNALS

2022

IEEE Access (IEEE Computer Society)

PEER REVIEWING - CONFERENCES

2022

MobileHCI '22, 24th International Conference on Mobile Human-Computer Interaction

2022

ISMAR '22, the 21st IEEE International Symposium on Mixed and Augmented Reality

AWARDS & DISTINCTIONS

16/11/2019

GOLD - International Invention Show INOVA 2019, Zagreb

PROTOTYPE FOR A 3D-DESKTOP USING A HOLOGRAPHIC INTERFACE FOR ACCESSING DIGITAL CONTENT IN AUGMENTED REALITY

12/2021

PRECISI 2021 Competition - UEFISCDI

Paper: Lifelogging meets alternate and cross-realities: an investigation into broadcasting personal visual realities to remote audiences.

https://uefiscdi.gov.ro/resource-868119-precisi2021_lista-2_rezultate-eligibilitate-art-2021_18.11.2021.pdf

PRECISI 2021 Competition - UEFISCDI

Paper - FlexiSee: flexible configuration, customization, and control of mediated and augmented vision for users of smart eyewear devices.

https://uefiscdi.gov.ro/resource-868119-precisi2021_lista-2_rezultate-eligibilitate-art-2021_18.11.2021.pdf

Miscellaneous awards

During 2018 and 2020, I was the recipient of several awards and prizes at National and International competitions, scientific communication sessions and events in Computer Science.

DIGITAL SKILLS

My Digital Skills

Technologies

Valgrind / Visual Studio / Eclipse / HoloLens / QtCreator / Doxygen / CMake / Git / JSON / Google Cloud Services / XML, JSON, CSV, YML / Google Sanitizers / Unity / GTest/GMock / Protobuf

Software Development/Programming languages

Java / SQL / C / Multithreading / Python / Boost C++ / Design Patterns / C++ / Client - Server Model / Object Oriented Programming / C# / C++11 / C++ STL Libraries

Operating Systems

Windows / Linux

LANGUAGE SKILLS

MOTHER TONGUE(S): Romanian

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C1	C1	C1	C1	C1