



## Cristian Pamparău


**Date of birth:** 15/02/1995


**Nationality:** Romanian


**Gender:** Male

## CONTACT

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## WORK EXPERIENCE

**07/11/2022 – CURRENT** Suceava, Romania

**Software Developer** Assist Software

**2016 – 2018**

**C++ Software Developer** ANTACO ROMANIA SRL

**2018 – CURRENT**

**C++ Software Engineer** ANTACO ROMANIA SRL

**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>

**01/10/2020 – 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 2020-2022), (lab) Real-Time Interaction With the Virtual Environment (Spring Semester 2022-2023)
- Teaching (lab) Object Oriented Programming (Fall Semester 2021-2022)

## EDUCATION AND TRAINING

**2014 – 2018** Suceava, Romania

**BS in Computer Science** University Stefan cel Mare of Suceava

**Address** Universitatii 13, Suceava, Romania | **Final grade** 10.00/10.00 |

**Thesis** Unit testing in C++ - Implementation of a test application

**2018 – 2020** Suceava, Romania

**MS in Computer Science** University Stefan cel Mare of Suceava

**Address** Universitatii 13, Suceava, Romania | **Final grade** 10.00/10.00 |

**Thesis** Augmented Reality Systems Using Microsoft HoloLens and Gesture-Based Interactions

**10/2020 – CURRENT** Suceava, Romania

**PhD Student in Computer Science** University Stefan cel Mare of Suceava, MintViz Lab, MANSiD Research Center

**Address** Universitatii 13, Suceava, Romania | **Thesis** Extended Reality for Enhancing Sensory and Cognitive Abilities

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** Romanian

**Other language(s):**

English

**Listening**  
C1

**Reading**  
C1

**Spoken production**  
C1

**Spoken interaction**  
C1

**Writing**  
C1

## DIGITAL SKILLS

### TECHNOLOGIES

Valgrind | Visual Studio | Eclipse | HoloLens | QtCreator | Doxygen | CMake | Git | JSON | Google Cloud Services | XML, JSON, CSV, YML | Google Sanitizers | Unity | Qt Framework | 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

## ADDITIONAL INFORMATION

### Publications

[SAPIENS in XR: Operationalizing Interaction-Attention in Extended Reality](#) 2023

[The User Experience of Journeys in the Realm of Augmented Reality Television](#)

[Scenario-based Exploration of Integrating Radar Sensing into Everyday Objects for Free-Hand Television Control](#)

[Experimental Evaluation of Implicit and Explicit Learning of Abstract Regularities Following Socio-Emotional Interactions in Mixed Reality](#)

[XR4ISL: Enabling Psychology Experiments in Extended Reality for Studying the Phenomenon of Implicit Social Learning](#)

[Lifelogging Meets Alternate and Cross-Realities: An Investigation Into Broadcasting Personal Visual Realities to Remote Audiences](#)

[MR4ISL: A Mixed Reality System for Psychological Experiments Focused on Social Learning and Social Interactions](#)

[FlexiSee: Flexible Configuration, Customization, and Control of Mediated and Augmented Vision for Users of Smart Eyewear Devices](#)

[A Research Agenda Is Needed for Designing for the User Experience of Augmented and Mixed Reality: A Position Paper](#)

[From Do You See What I See? to Do You Control What I See? Mediated Vision, From a Distance, for Eyewear Users](#)

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[A System for Hierarchical Browsing of Mixed Reality Content in Smart Spaces](#)

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#### Awards & Distinctions

**SIGMM Travel Grants (\$1000) for IMX 2022 Conference**

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**16/11/2019 - CURRENT**

**GOLD - International Invention Show INOVA 2019, Zagreb**

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

**12/2021**

**PRECISI 2021 Competition - UEFISCDI**

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

**Link** [https://uefiscdi.gov.ro/resource-868119-precisi2021\\_lista-2\\_rezultate-eligibilitate-art-2021\\_18.11.2021.pdf](https://uefiscdi.gov.ro/resource-868119-precisi2021_lista-2_rezultate-eligibilitate-art-2021_18.11.2021.pdf)

**PRECISI 2021 Competition - UEFISCDI**

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

**Link** [https://uefiscdi.gov.ro/resource-868119-precisi2021\\_lista-2\\_rezultate-eligibilitate-art-2021\\_18.11.2021.pdf](https://uefiscdi.gov.ro/resource-868119-precisi2021_lista-2_rezultate-eligibilitate-art-2021_18.11.2021.pdf)

**Miscellaneous awards**

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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.

#### Peer Reviewing - Journals

**2022**

**IEEE Access (IEEE Computer Society)**

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**2022**

**Applied Artificial Intelligence**

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**2023**

**Virtual Reality**

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#### Peer Reviewing - Conferences

**2023**

**EICS '23, The 15th ACM SIGCHI Symposium on Engineering Interactive Computing Systems**

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**2023**

**CHI '23, The ACM CHI Conference on Human Factors in Computing Systems**

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**2022**

**MUM '22, The 21st International Conference on Mobile and Ubiquitous Multimedia**

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**2022**

**ISMAR '22, the 21st IEEE International Symposium on Mixed and Augmented Reality - 1 conference paper and 4 short papers (posters)**

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**2022**

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

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