

Radu-Daniel VATAVU

curriculum vitae

str. Universității nr. 13

Suceava 720229

Tel: 0745 826 402

vatavu@eed.usv.ro

<http://www.eed.usv.ro/~vatavu>

EDUCATION

Post-doctoral research in Computer Science, July 2010 – February 2013

University Ștefan cel Mare of Suceava

Research theme: Context-dependent gesture interaction

Supervisor: Ștefan-Gheorghe Pentiu

Post-doctoral research scholarship POSDRU/89/1.5/S/57083

Ph.D. in Computer Science and Docteur en Informatique from 2008

Co-directed thesis between University Lille 1 (France) and University Ștefan cel Mare of Suceava (Romania)

Research theme: Real-time Human Gesture Acquisition for Interacting with Virtual Environments

Advisors: Christophe Chaillou (France) and Ștefan-Gheorghe Pentiu (Romania)

AWARDED CUM LAUDE DISTINCTION

Engineer Diploma in Computer Science, 1999 – 2004

Faculty of Electrical Engineering and Computer Science, University Ștefan cel Mare of Suceava, Romania

GPA 9.82/10 over 5 years

HEAD OF PROMOTION

Diploma in Economics, 1999 – 2003

Faculty of Economic Sciences and Administration, University Ștefan cel Mare of Suceava, Romania

Final exam grade: 9.48/10, 4 years

PROFESSIONAL EXPERIENCE

Associate Professor, since October 2014

Faculty of Electrical Engineering and Computer Science, University Ștefan cel Mare of Suceava, Romania

Lecturer in Computer Science, since 2009

Faculty of Electrical Engineering and Computer Science, University Ștefan cel Mare of Suceava, Romania

Teaching: Algorithms design, Advanced programming concepts, Pattern recognition, Advanced artificial intelligence, Computer network programming

Invited INRIA Researcher, June – July 2011

INRIA Lille Nord Europe & Laboratoire d'informatique Fondamentale de Lille, France

Research activities in gesture interaction

Invited Associate Professor, May 2011

Université Lille 1, France

Research activities in gesture interaction

Assistant Professor, February 2008 – February 2009

Faculty of Electrical Engineering and Computer Science, University Ștefan cel Mare of Suceava, Romania

Teaching: Algorithms design, Pattern recognition, Computer programming and programming languages

Ph.D. student in Computer Science, October 2004 – March 2008

University Ștefan cel Mare of Suceava, Romania & Université Lille 1, France

Research in gesture user interfaces for interacting in virtual environments

RESEARCH AND DEVELOPMENT PROJECTS (Principal Investigator)

Multimodal Feedback for Supporting Gesture Interaction in Smart Environments

Principal Investigator

PNII Capacități / Modulul III – Cooperări Bilaterale, nr. 740/2014

Financed by UEFISCDI Romania (Unitatea Executivă pentru Finanțarea Învățământului Superior, a Cercetării, Dezvoltării și Inovării) and OeAD Austria (project in cooperation with Technical University of Vienna, the Interactive Media Systems group)

January 2014 – December 2015

Total amount (for the Romanian part): 21,700 RON

The goal of the project is to implement efficient feedback techniques to accompany gesture articulation and assist users during interaction with ambient displays and interactive ambient systems.

Gesture-based Interactive System for the Development and Educational Support of Children: Applications in Education, Tourism, and Discovery of Patrimony

Principal Investigator

PNII Capacități / Modulul III – Cooperări Bilaterale, nr. 588/2012

Financed by UEFISCDI Romania (Unitatea Executivă pentru Finanțarea Învățământului Superior, a Cercetării, Dezvoltării și Inovării) and Wallonie-Bruxelles International (project in cooperation with the University of Mons, Belgium)

September 2012 – September 2014

Total amount (for the Romanian part): 14,624 RON

The goal of the project is to analyze children's gestures and design gesture interfaces for an educational application.

Context-dependent gesture interaction

Post-doctoral scholarship POSDRU/89/1.5/S/57083 "Progress and development through post-doctoral research and innovation in engineering and applied sciences - PRIDE"

July 2010 – February 2013

Total amount: 128,000 RON

The goal of the project was to develop high-performing algorithms for gesture recognition and to investigate human factors of gesture production in various contexts and scenarios for gesture interaction.

Wallonie-Bruxelles International post-doctoral scholarship

I was awarded a WBI post-doctoral scholarship, Ref. 2009/05914 (declined for personal reasons)

October – November 2009

Total amount: 1,300 €

AUF international doctoral scholarships

I was awarded three doctoral scholarships from Agence Universitaire de la Francophonie
September 2005 – August 2006, September 2006 – August 2007, September – December 2007
Total amount: 16,200 €
Financed research in gesture user interfaces for interacting in virtual environments.

OTHER INTERNATIONAL RESEARCH & DEVELOPMENT PROJECTS (member)

Member of the Management Committee for ICT COST IC1307, the European Network on Integrating Vision and Language (iV&L Net): Combining Computer Vision and Language Processing For Advanced Search, Retrieval, Annotation and Description of Visual Data

Financed by the European Commission (COST actions)

March 2014 – March 2018

The goal is to build an European community around (1) integrated modeling of vision and language, (2) applications of integrated models, (3) automatic generation of image and video descriptions, and (4) semantic image and video search (http://www.cost.eu/domains_actions/ict/Actions/IC1307?management).

Member of FP7 NUBOMEDIA: An Elastic Platform as a Service (PaaS) Cloud for Interactive Social Multimedia, ref. 610576/2014.

Financed by the European Commission (FP7-ICT-2013-10)

February 2014 – October 2016

The goal of the project is to develop a cloud platform for multimedia interactive services: augmented reality, 3D video, social groups, video content analysis (<http://www.nubomedia.eu/>).

Member of EUCogIII: the European Network for the Advancement of Artificial Cognitive Systems, Interaction and Robotics, ref. 269981

Financed by the European Commission (FP7 ICT, Coordination Action)

November 2011 – December 2014

The goal of the project is to build and develop an European research community around cognitive systems, human-computer interaction, and robotics (<http://www.eucognition.org/>).

AWARDS & DISTINCTIONS

Young Researcher of the Year Award 2013

University Ștefan cel Mare of Suceava

Outstanding Paper Award, 2012

ACM International Conference on Multimodal Interaction - ICMII'12 (Santa Monica, California, USA, Oct. 2012) for "Gestures as Point Clouds: A ŠP Recognizer for User Interface Prototypes" co-authored with Lisa Anthony and Jacob O. Wobbrock

Profesor Bologna Award, 2010

National Association of Students, Romania

Receptient of five prizes for scientific research results CNCSIS / UEFISCFI, 2008 – 2013

CNCSIS – UEFISCFI, the Romanian National Council for Research, Ministry of Education and Research (PNII Premiarea Rezultatelor cercetării, secțiunea Articole)

Cum Laude distinction for Ph.D. defense, 2008

Program Committees (in alphabetical order):

INTETAIN 2015, the 7th International Conference on Intelligent Technologies for Interactive Entertainment
INTETAIN 2014, the 6th International Conference on Intelligent Technologies for Interactive Entertainment
INTETAIN 2013, the 5th International Conference on Intelligent Technologies for Interactive Entertainment
ISAmI 2014, the 5th International Symposium on Ambient Intelligence
ISAmI 2013, the 4th International Symposium on Ambient Intelligence
ISAmI 2012, the 3rd International Symposium on Ambient Intelligence
SAME 2012, the 5th Workshop on Semantic Ambient Media Experience
TVX 2014, the ACM International Conference on Interactive Experiences for TV and Online Video (Associated Chair)
VSMM 2009, the 15th International Conference on Virtual Systems and Multimedia
WBI 2011, Whole Body Interaction in Games and Entertainment, in conjunction with ACE 2011

Peer-review (journals, in alphabetical order):

ACM Transactions on Interactive Intelligent Systems, ACM Press
Behavior & Information Technology, Taylor & Francis
Creative Technologies, European Alliance for Innovation (Associated Editor)
International Journal of Human-Computer Studies, Elsevier
Multimedia Tools and Applications, Springer

Peer-review (international conferences, in alphabetical order):

3DUI, the IEEE Symposium on 3D User Interfaces: 2009, 2010
APCHI, the Asia Pacific Conference on Computer Human Interaction: 2012
CHI, the Annual SIGCHI Conference on Human Factors in Computing Systems: 2009, 2010, 2011, 2012, 2013, 2014
CSCW, the ACM Conference on Computer Supported Cooperative Work and Social Computing: 2014
DIS, the ACM Designing Interactive Systems Conference: 2010, 2012
EICS, the Symposium on Engineering Interactive Computing Systems: 2010, 2011, 2012, 2013
GI, the Graphics Interface Conference: 2007, 2013
HRI, the ACM/IEEE International Conference on Human-Robot Interaction: 2012, 2013
ICMI, the ACM International Conference on Multimodal Interfaces: 2008, 2009, 2011, 2012, 2013
INTERACT, the IFIP TC13 Conference on Human-Computer Interaction: 2009, 2011, 2013
INTETAIN, the International Conference on Intelligent Technologies for Interactive Entertainment: 2013
ISAmI, the International Symposium on Ambient Intelligence: 2012, 2013
ISWC, the Annual IEEE International Symposium on Wearable Computers: 2009
ITS, the ACM Interactive Tabletops and Surfaces Conference: 2013
IUI, the ACM International Conference on Intelligent User Interfaces: 2010, 2012, 2013
MobileHCI, the ACM International Conference on Human-Computer Interaction with Mobile Devices and Services: 2008, 2009, 2010, 2012, 2013
MUM, the International Conference on Mobile and Ubiquitous Multimedia: 2014
SUI, the ACM Symposium on Spatial User Interaction: 2013
TEI, the International Conference on Tangible, Embedded and Embodied Interaction: 2012, 2013
UIST, the ACM Symposium on User Interface Software and Technology: 2012, 2013, 2014
VR, the IEEE Virtual Reality Conference: 2010
VSMM, the Int. Conference on Virtual Systems and Multimedia: 2009