



Lukas Uzolas

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EDUCATION

M.Sc. | [Image Processing and Computer Vision](#) Sep. 2019 – Sep. 2021
PPCU, UAM, UBx Hungary, Spain, France

- Fully funded Erasmus Mundus Joint Master Degree at the University of Bordeaux, Autonomous University Madrid, and Pázmány Péter Catholic University
- Thesis written at VCG SEAS, Harvard University
- Thesis topic: Meta-Learning for Domain Generalization with Style-based Parameter Prediction in Biomedical Image Segmentation [[thesis](#)]
- Graduated with an equivalent of first-class honours and distinction (4.97/5)

B.Sc. | [Human-Computer-Interaction](#) Oct. 2015 – Jun. 2019
University of Hamburg Hamburg, Germany

- Fundamentals of computer science and psychology
- Active participation in the faculty as a student representative, hosting of events, and tutoring during the introduction week
- Thesis Topic: Evaluation of Grayscale Hand Gesture Segmentation with Fully Convolutional Neural Networks [[thesis](#)]
- Graduated with an equivalent of first-class honours and an outstanding degree (best of cohort)

EXPERIENCE

Master Thesis Research Intern (Remote) Feb. 2021 – Jun. 2021
[VCG SEAS, Harvard University](#) Boston, USA

- Research internship to conduct my Master's thesis at Hanspeter Pfisters' Visual Computing Group, Harvard University under the supervision of Donglai Wei
- Image segmentation involving generative models and Domain Generalization with PyTorch and Tensorflow
- Due to the ongoing Covid19 pandemic, conducted remotely

Research Intern Jul. 2020 – Sep. 2020
[Medic](#) Madrid, Spain

- Research and implementation of algorithms extracting features of the eyes from high speed cameras with Matlab

Working Student Backend Development Oct. 2018 – Feb. 2019
[BOOM GmbH](#) Hamburg, Germany

- 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** Feb. 2018 – Jul. 2018
Daimler AG Stuttgart, Germany
- 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 NodeJs
 - Presentation of Proof-of-Concept on the Mobile World Congress 2018 in Barcelona
- Working Student Fullstack Development** Oct. 2017 – Jan. 2018
Senacor Technologies Hamburg, Germany
- Agile Development of software for internal use in the company
 - Programming with JavaScript, Vue.js, C#, and MySQL
- 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 (Distinction)** Sep. 2021
Honours degree by the Pázmány Péter Catholic University, grade: 4.97/5.
- Erasmus Mundus Master Scholarship** Sep. 2019
Fully funded graduate studies, with an acceptance rate below 5 percent
- Outstanding B.Sc. Degree in Human-Computer-Interaction** Jun. 2019
Best HCI degree in the summer semester of 2019 according to GPA

PUBLICATIONS

Deep Anomaly Generation: An Image Translation Approach of Synthesizing Abnormal Banded Chromosome Images, arXiv 2021.

Lukas Uzolas*, Javier Rico*, Pierrick Coupé, Juan C. SanMiguel, and György Cserey
*: *first authors*, [[arXiv](#)]
(In review)

Scale & Walk: Evaluation of scaling-based interaction techniques for natural locomotion in VR, Mensch und Computer 2018.

Boysen, Yannic*; Husung, Malte*; Mantei, Timo*; Müller, Lisa-Maria*; Schimmelpfennig, Joshua*; Uzolas, Lukas*; Langbehn, Eike;
*: *equal contribution*, [[paper \(German\)](#)]

Original title (German): Evaluation von skalierungsbasierten Interaktionstechniken zur natürlichen Fortbewegung in VR

CONFERENCE PARTICIPATIONS

- Conference on Computer Vision and Pattern Recognition** 2021
Student Participant
- European Conference on Computer Vision** 2020
Student Participant
- Mensch und Computer** 2018
Author and Student Volunteer

ADDITIONAL RELEVANT PROJECTS

- Face Manipulation through Projection of Facial Landmarks** 2021
- Projection of facial landmarks into pre-trained StyleGAN2 latent space and FAN with PyTorch [[github](#)]
- Banded Chromosome Segmentation Mask Generation** 2020
- Banding pattern extraction repository for Deep Anomaly Generation, written in Python and OpenCV. Can be used as a Python package or via command line [[github](#)]
- 3D Reconstruction of a Scene Through Multiple Images** 2020
- Implementation and report of a whole 3D reconstruction pipeline of a natural scene. The report received the highest grade in the cohort [[report](#)]
- Object Tracking/Localisation with the Kalman Filter** 2020
- Implementation of object tracking with the Kalman filter in C++ [[gitfront](#)]
- Replication-Study & Extension of PerceptionNet** 2019
- Implementation and replication study of PerceptionNet in Keras. Human activity classification based on temporal multimodal. [[github](#)] [[report](#)]

EXTRACURRICULAR AND VOLUNTEERING

- Class Representative** 2019 - 2021
M.Sc. Image Processing and Computer Vision Hungary, Spain, France
- Organisation and communication between students and university entities
- Voluntary Tutor** Aug. 2018 - Jul 2019
Fördern und Wohnen Hamburg
- Tutoring children from refugee families in maths, German, and English.
- Organisation of Faculty Events** Oct. 2015 - Jun. 2019
University of Hamburg Hamburg
- Actively participated in the student-faculty by co-organizing the introduction week three years, and hosting different faculty events such as the yearly Christmas celebration and [hackathons \(German\)](#)

SKILLS

Languages: German (Native), English (C1), Lithuanian (B2), Spanish (A2)
Programming: Python, Javascript, Node.js, Java, MATLAB, C++ (Beginner), Databases, Web Development, Rest APIs
Frameworks: OpenCV, PyTorch, Keras, Tensorflow v.1, Scikit, Numpy, Matplotlib
Tools: Git, Linux, Windows, LaTeX, Command Line
Soft Skills: Teamwork, Self-organised Working, Presenting, Adaptability, Teaching, Organisation, Scientific Writing, Clear Communication

HOBBIES

Sports: Jogging, Tennis, Hiking, Snowboarding
Creative Programming: [Sinus Waves](#), [Dancing Deers](#), [Games involving my cousins](#)
Board Games, Pen and Paper