



# Ján Cíger

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**Date of Birth:** 27.09.1976, **Nationality:** Slovak

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## What I can offer

Experienced software engineer & researcher, used to finding solutions for difficult problems, including both software and hardware in and around computer graphics, virtual and augmented reality.

## What I'm looking for

- positive work environment
- hands on engineering
- project management
- learning new skills

## Experience

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03/2010 - present  
Compiègne, France

### Responsable de recherche, Reviattech SAS

- Applied research – bringing academic research results into commercial applications, integration of new technologies, algorithm development.
- Senior engineer & project lead, point of contact for clients, support and general project management for a small team.
- Custom hardware/electronics development for specific projects.

02/2006-01/2010  
Esbjerg, Denmark

### Assistant professor, Aalborg University Esbjerg

- Virtual reality research, VR & interactive environment for rehabilitation and special needs users, tech. responsibility for the SENSORAMA laboratory.
- VR application development, custom hardware development for the laboratory
- Undergraduate & graduate teaching – computer science, computer graphics, artificial intelligence, student project supervision.

08/2001-08/2005 Lausanne, Switzerland	Research assistant, VRlab, École Polytechnique Fédérale de Lausanne <ul style="list-style-type: none"> <li>• Virtual reality research, focus on human-agent and agent-human collaboration in VR environments.</li> <li>• Student supervision</li> <li>• Software development and system administration duties</li> <li>• Obtained doctorate in computer science</li> </ul>
06/1999-08/2001 Bratislava, Slovakia	Software engineer, WOC s.r.o <ul style="list-style-type: none"> <li>• Development of a product management system for garment industry</li> <li>• Implementation of client-specific customizations, including analysis, implementation and on-site deployment</li> <li>• Client technical support</li> <li>• System administration</li> </ul>
1998-1999 Bratislava, Slovakia	Software engineer, BMS Group s.r.o, Bratislava, Slovakia <ul style="list-style-type: none"> <li>• Development of phone/internet banking solution for Slovenska Sporitelna</li> </ul>
1996-1998 Bratislava, Slovakia	Software engineer, UCS s.r.o, Bratislava, Slovakia <ul style="list-style-type: none"> <li>• Development of a corporate accounting system for Naftoprojekt Poprad</li> </ul>

## Education

2001-2005	PhD in computer science from École Polytechnique Fédérale de Lausanne, Switzerland
1994-1999	Master's degree in computer science, Comenius University Bratislava, Slovak Republic

## Skills

- Programming (C/C++, Python, C# ...), including embedded, Android & Hololens
- Computer graphics, virtual & augmented reality (OpenGL, OpenSceneGraph, Unity, Unreal, OpenCV, VRPN, head mounted displays, tracking)
- Academic research & publishing, teaching (Aalborg project-based model)
- Speaks Slovak, English, French, German, basic Danish and Russian.

## Extracurricular activities

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- Open source projects participation
  - OpenSceneGraph VRML loader, Cal3D character animation, original Oculus Rift integration
  - VRPN – several device drivers and bug fixes (SpaceNavigator, SpacePoint, Gametrak device, Razer Hydra support ...)
  - OSVR project – bugfixes, Linux support for the Unreal Engine plugin
  - Wiiuse library – co-maintainer
  - Github account: <https://github.com/janoc>
- Electronics
  - Firmware and circuit design for amateur radio frequency synthesisers (VFO)
  - Popular Gametrak mod for PC use
  - USB IMU tracker device
  - Robot building (ROS)
- Others
  - Photography
  - Member of the EPFL Alumni association
  - Former member of the VRGeeks virtual reality enthusiasts' association