

Gábor Blaskó

Ph.D. Candidate

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Education

	PhD thesis title:	Input devices and interaction techniques for mobile and wearable computing
Expected: May 2006	Ph.D.	Columbia University , New York City, NY, USA (full scholarship) Research Assistant, Computer Science, Human-Computer Interaction Supervised 10 students in research projects. Taught programming course (C++) for 28 students. Served as teaching assistant and lecturer for two user interface design courses.
Fall 2001–Fall 2004	M.Phil., M.S.	Columbia University , New York City, NY, USA (full scholarship) Computer Science
Fall 2000–Spring 2001		Swiss Federal Institute of Technology Lausanne , Lausanne, Switzerland (full scholarship) Pre-Doctoral School in Communication Systems
Summer 1999		Technical University of Denmark, Copenhagen , Denmark (full scholarship) Scholarship to “Creating Innovative Products for Global Markets” summer program on product development
Fall 1995–Spring 2000	M.S., B.S.	Budapest University of Technology and Economics , Budapest, Hungary (full scholarship) Electrical Engineering, specializing in telecommunications
Spring 1999		BBC World Service Training Trust Television Journalism Course Participated in a series of student news productions in various roles: direction, editing, camerawork, and reporting.

Work Experience

Summer 2004	Summer Co-op Student IBM T.J. Watson Research Center , Hawthorne, NY, USA, Wearable and Mobile Computing Group Designed and prototyped IBM/Citizen WatchPad watch-computer-based authentication system, in which the WatchPad acts as a repository of computer account authentication data that is automatically and wirelessly released to a host PC system.
Summer 2003	Summer Co-op Student IBM T.J. Watson Research Center , Hawthorne, NY, USA, Wearable and Mobile Computing Group Invented, implemented and evaluated eyes-free user interaction methods. Prototyped cursorless graphical user interface on PDA and WatchPad watch-computer platforms. Designed and prototyped wearable alert notification system for physicians.
Fall 1998 & Spring 1999	Course Instructor , Computer Aided Industrial Design Hungarian University of Art and Design , Budapest, Hungary Designed curriculum, lectured, and graded projects of third year industrial design students
Summer 1997 & Summer 1998	3D Animator and Multimedia Application Developer Graphidea Computer Design Studio , Budapest, Hungary Created content for multimedia applications and television using 3D modeling, 3D animation, image and video editing tools

Awards & Honors

2001	Fulbright Research Scholarship Recipient
2000	Fifth International Bicycle Design Competition Finalist, Taiwan Ulysses Concept Bicycle with Bence Demjén, industrial designer
2000	Best Presentation Award Fourth Central European Seminar on Computer Graphics (CESCG 2000)
1999	Second Prize , Achievement Award of the Hungarian Scientific Association of Infocommunications Scientific Student Conference, Signal Processing Section, Budapest

Research Activities

2001-2006	Published 10 peer reviewed papers in conferences in USA, Europe and Japan, with special focus on interaction interfaces for wearable and mobile computers and augmented reality technologies.
2004-2005	Invited presenter at Pratt School of Art and Design, New York University, IBM T.J. Watson Research Center and Sony Computer Science Laboratories, Tokyo, Japan
2003-2005	Reviewed papers for 5 IEEE and ACM conferences.
2002-2005	Participated in augmented reality and wearable computer system demonstrations at MIT and Columbia University.
2001-2004	Applied for three patents, privately and in collaboration with IBM Research and Columbia University.

Languages

German (intermediate), French (intermediate), Hungarian (native)

Skills

Extensive software development experience (10+ years) for Windows and Linux platforms.
Proficient in programming, 3D modeling and animation applications, video production and photography.

Peer Reviewed Publications

- Gábor Blaskó and Steven Feiner. Evaluation of an Eyes-Free Cursorless Numeric Entry System for Wearable Computers, *Proc. 10th IEEE International Symposium on Wearable Computers (ISWC 2006)*, Montreux, Switzerland, October 11 - 14, 2006
- Gábor Blaskó, Chandra Narayanaswami, and Steven Feiner. Prototyping Retractable String-Based Interaction Techniques for Dual-Display Mobile Devices, *Proc. ACM Conf. on Human Factors in Computing Systems (CHI '06)*, Montreal, Québec, Canada, April 22 - 27, 2006
- Gábor Blaskó, Franz Coriand, and Steven Feiner. Exploring Interaction with a Simulated Wrist-Worn Projection Display, *Proc. 9th IEEE International Symposium on Wearable Computers (ISWC 2005)*, Osaka, Japan, October 18 - 21, 2005,
- Gábor Blaskó and Steven Feiner. An Interaction System for Watch Computers Using Tactile Guidance and Bidirectional Segmented Strokes, *Proc. of the 8th IEEE Int. Symp. on Wearable Computers (ISWC 2004)*, Arlington, VA, USA, October 31–November 3, 2004, 120–123.
- Marc Eaddy, Gábor Blaskó, Jason Babcock, and Steven Feiner. My Own Private Kiosk: Privacy-Preserving Public Displays, *Proc. 8th IEEE Int. Symp. on Wearable Computers (ISWC 2004)*, Arlington, VA, October 31–November 3, 2004, 132–135.
- Gábor Blaskó, William Beaver, Maryam Kamvar, and Steven Feiner. Workplane-Orientation Sensing Techniques for Tablet PCs, *17th ACM Symp. on User Interface Software and Technology (UIST 2004), Conference Companion*, Santa Fe, NM, USA, October 24–27, 2004, 1–2.
- Gábor Blaskó and Steven Feiner. Single-Handed Interaction Techniques for Multiple Pressure-Sensitive Strips, *ACM Conf. on Human Factors in Computing Systems (CHI '04) Extended Abstracts*, Vienna, Austria, April 24–29, 2004, 1461–1464.
- Gábor Blaskó and Steven Feiner. An Extended Menu Navigation Interface Using Multiple Pressure-Sensitive Strips, *Proc. Seventh IEEE International Symposium on Wearable Computers (ISWC 2003)*, White Plains, NY, USA, October 21–23, 2003, 128–129.
- Gábor Blaskó and Steven Feiner. A Menu Interface for Wearable Computing, *Proc. Sixth IEEE Int. Symp. on Wearable Computers (ISWC 2002)*, Seattle, WA, USA, October 7–10, 2002, 164–165.
- Gábor Blaskó and Pascal Fua. Real-Time 3D Object Recognition for Automatic Tracker Initialization, *Proc. Fourth IEEE and ACM Int. Symp. on Augmented Reality (ISAR 2001)*, New York, NY, USA, October 29–30, 2001, 175–176

Other Publications

- Gábor Blaskó and Steven Feiner. Input Devices and Interaction Techniques to Minimize Visual Feedback Requirements in Augmented and Virtual Reality, *Proc. 11th International Conference on Human-Computer Interaction (HCI International 2005), Volume 9*, Las Vegas, NV, USA, July 22–27, 2005
- Gábor Blaskó, Chandra Narayanaswami, Mandayam Raghunath. A Wristwatch-Computer Based Password-Vault, *IBM Research Report, RC23616 (W0503-066)*, March 10, 2005
- Gábor Blaskó. Vision-based Camera Matching Using Markers, *Proc. 4th Central European Seminar on Computer Graphics (CESCG 2000)*, Budmerice, Slovakia, May 1–3, 2000

Patent Applications

- Gábor Blaskó and Chandra Narayanaswami. Retractable string interface for stationary and portable devices
US Patent Appl. # 11/053,451
- Gábor Blaskó. Input method and apparatus using tactile guidance and bi-directional segmented stroke
US Patent Appl. # 20060092177
- Gábor Blaskó. Hand mounted input device
Hungarian Patent Appl. # HU0103132