

# Anette von Kapri

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## Interests

Computer Graphics, Virtual and Augmented Reality, User Interfaces, Computer Vision, Artificial Intelligence, Algorithmics, Object Oriented Programming

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## Education

### Master's Thesis

Columbia University, New York (Anticipated November 2007)  
“*Structured Annotation Authoring in Augmented Reality*”  
Computer Graphics and User Interfaces Lab, Advisor: Prof. Steven Feiner

### M.S.

RWTH Aachen University, Aachen (Anticipated March 2008)  
Computer Science  
Minor: Psychology

### Study Abroad

Ecole Nationale Supérieure des Télécommunications, Paris, 2003  
Computer Science

### B.S. equivalent

(Vordiplom)

RWTH Aachen University, Aachen, 2003  
Computer Science

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## Work Experience

**Graduate Research Assistant**, Computer Graphics and User Interfaces Lab, Columbia University March 2007 - present

Working with feature recognition techniques for markerless tracking. Designing and implementing marking and pie menus to construct an Augmented Reality Pen-Based Interface on a Tablet PC. Comparing different menu structures for information input. Examining and implementing different annotation techniques.

**Graduate Intern**, Computer Graphics Lab, RWTH Aachen April 2006 – August 2006

Implemented a vision-based 3D scanner following the paper “*A Low Cost Scanner Based on Structured Light*” by C. Rocchini et al. (Comput. Graph. Forum 2001).

**Student Researcher**, Virtual Reality Lab, RWTH Aachen June 2004 – July 2005

Performed graphical modelling in 3D-Studio Max, AC3D and VRML. Designed and simulated behaviour of virtual objects: swarm control and collision detection. Created avatars. Integrated 3D acoustics into a 3D environment.

**Student Developer**, ENST, Paris September 2003 – March 2004

Recreated the fable “*The Ant and the Cricket*” of Jean de la Fontaine in VRML. Developed a hand-writing identification algorithm based on sensor vectors. Implemented an agent communication and language learning system according to the thesis of Andrew Smith “*Evolving Communication through the inference of meaning*”.

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## Computer Skills

Expertise in	C++/C
Experience in	Java, Haskell, Prolog
Graphics/Tools	OpenGL, OpenCV, ARToolKit, VRML, 3D-Studio Max, AC3D
Operating Systems	Windows NT/98/2000/XP, UNIX, LINUX

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## Activities

Reading, playing transverse flute, biking, swimming and travelling (most of Europe, Egypt, Tunisia, Belarus, Korea, Turkey, USA, Canada)

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## Languages

Native in German, fluent in English and French, moderate in Spanish.