

ALEXANDRU DANCU

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BACKGROUND

PhD Human-Computer Interaction, MSc. Embedded Systems, Dipl. Eng. Computer-Science

PARTICULARS

Born 2nd December 1985, Medias, Romania

EDUCATION

Visiting Postdoc Massachusetts Institute of Technology (MIT), Cambridge, USA Sep 2017 – Dec 2017

Postdoc Singapore University of Technology and Design (SUTD), Singapore Aug 2016 – Aug 2017

Lead the [FingerReader team](#) at Augmented Human Lab, SUTD, developing a ring-camera system to assist visually impaired with residual vision to identify text and scenes by pointing towards the object of interest. Advised and mentored PhD, MSc, and BSc students at MIT Media Lab and SUTD. Coordinated with stakeholders: Singapore Association for Visually Handicapped (SAVH), university and medical partners, funding agency.

PhD Chalmers Technical University, Gothenburg, Sweden August 2012 – May 2016

Area of Human-Computer Interaction (HCI) at the Computer-Science Research School on the topic of designing wearable visual projection interfaces. Supervisor Prof. M. Fjeld. Published at the top conference in HCI; submitted and obtained one patent in USA: [US20180043633A1](#)

MSc European Masters in Embedded Computing Systems [emecs.eu](#) July 2010 – August 2012

University of Southampton (United Kingdom) and Technical University of Kaiserslautern (Germany)
Master thesis “Instruction- vs. marker-based motor learning in a mixed reality environment”, under the supervision of Prof. Schraefel.

Dipl. Eng. Technical University of Cluj-Napoca, Romania October 2004 – August 2009

Dipl. Ing. in Computer Science, English as language of instruction Diploma Thesis “High-level Synthesis for FlexRay Applications” At the Embedded Systems Laboratory, National University of Singapore Supervisors Prof. Wong, PhD, Prof. Baruch, grade 10 out of 10

National University of Singapore May 2009 – August 2009

Junior Research Assistant at Embedded Systems Laboratory, School of Computing

WORK EXPERIENCE

Startup founder: Insole for elderly fall risk assessment and activity tracking , Berlin, Germany 2018
Accepted in two startup programs: Entrepreneurship First and YCombinator Startup School

Programmer, Engineer, Wipotec GmbH, Kaiserslautern, Germany 2010 – 2011

Startup founder: Facebook app, 800K monthly active users, top app in Romania (total: 3mil users) 2009 – 2011

Programmer, Project Manager, Engineer, April Electronic SRL, Cluj-Napoca Romania 2008 – 2009

Programmer, Tech Support, Cososys, Cluj-Napoca, Romania 2004 – 2005

TEACHING

Courses

- Tangible Interaction (2013, 2014, 2015), MSc course at Chalmers University, Masters in Interaction Design; teaching assistant and course project mentor (5-6 student groups) during my PhD , Prof. Morten Fjeld
- Introduction to Design (2016), BSc course Singapore University of Technology and Design; teaching assistant during my postdoc. I prepared the [Workshop on Electronic Prototyping with Arduino](#) together with the [Prof. Suranga Nanayakkara](#)

Workshops

- Singapore (2018), helped deliver a workshop of Design Thinking, to government officials, Prof. Blessing
- Colombo, Sri Lanka (2017) helped deliver the workshop on Design Thinking: from Ideas to Innovation to IT top management and professionals, Prof. Nanayakkara

MSc Advisor for 5 MSc students: co-advisor for 4 MSc. theses in Sweden during my PhD and the main advisor for 1 MSc. student that I invited from Sweden to SUTD, Singapore during my postdoc

PhD Advisor: contributed to the career of 4 PhD students:

- advised and co-authored publications with a MSc.student during my PhD who is currently a PhD student at [Advanced Interactive Technologies](#) at ETH in Zurich
- during my postdoc at MIT Media Lab I advised and co-authored with a BSc. Student from Tsinghua University that is currently a PhD student at University of Washington, and another PhD student at University of Tokyo - we are currently working on a publication
- I am still advising and co-authoring with a former PhD colleague from Sweden

Formal education in pedagogy

During PhD at Chalmers University of Technology, Gothenburg, Sweden.

During Dipl. Eng. Technical University of Cluj-Napoca, Romania.

SKILLS

Ideation, programming, fast prototyping, evaluation, scientific writing

Enthusiastic, initiative, motivating

Managerial, teamwork abilities

Foreign languages: English, German.

PUBLICATIONS 2018

R Boldu, [A Dancu](#), D Matthies, P Cascon, S Ransir, and S Nanayakkara, Thumb-In-Motion: Evaluating Thumb-to-Ring Microgestures for Athletic Activity *SUI'18 Symposium on Spatial User Interaction ACM, Oct 2018*

X Xu, [A Dancu](#), P Maes, S Nanayakkara, Hand Range Interface: Information Always at Hand With A Body-centric Mid-air Input Surface *MobileHCI'18 International Conference on Human-Computer Interaction with Mobile Devices and Services. Sep 2018*

R Boldu, [A Dancu](#), D Matthies, T Buddhika, S Siriwardhana, and S Nanayakkara, FingerReader2.0: Designing and Evaluating a Wearable Finger-Worn Camera to Assist People with Visual Impairments while Shopping *IMWUT'18 Interactive Mobile Wearable Ubiquitous Technologies ACM, Sep 2018*

V Vechev, [A Dancu](#), S Perrault, Q Roy, M Fjeld and S Zhao, MoveSpace: On-body Athletic Interaction for Running and Cycling *AVI'18 International Conference on Advanced Visual Interfaces ACM, Jun 2018*

K Zhu, [A Dancu](#), SS Zhao, System for printing an object and a method for printing an object US patent [US20180043633A1](#)

For videos and complete list of publications, see alexandrudancu.com/publications/