

# Jacek Jankowski

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<http://grey-eminence.org>

*Experienced researcher, designer, software engineer and team leader, with extensive background in Human-Computer Interaction, Web technology and Computer Graphics. Passionate about getting people excited about science and technology, and making it accessible.*

## Work Experience

### Dates 2014 – Present

Name of employer Intel (Gdańsk, Poland)  
Occupation or position held Senior Graphics Software Engineer  
Main responsibilities Enabling and optimizing Apple's new METAL graphics API on OSX.

### Dates 2012 – 2014

Name of employer INRIA Research Institute (Bordeaux, France)  
Occupation or position held Post-Doctoral HCI Research Fellow  
Main responsibilities Member of Potioc Team (see: <https://team.inria.fr/potioc/>). Leading UX design, development and usability evaluation of interaction techniques for the street level navigation (using panoramic views as well as 3D city scans) for the French equivalent of Google Maps, <http://fr.mappy.com>.

### Dates 2007 – 2012

Name of employer DERI Research Institute (Galway, Ireland)  
Occupation or position held PhD and later Post-Doctoral HCI Researcher, 3D Web Group Leader  
Main responsibilities Rigorously researching subjects of user interaction, usability, design, and user behaviour. Regularly conducting user studies involving informal and formal techniques to gather real usage data and turn it into actionable insights.  
Leading a small R&D team throughout the process of ideation, design, and development in a number of 3D Web related research projects (e.g., <http://copernicus.deri.ie>).

### Dates 2006 – 2007

Name of employer Comarch (Gdańsk, Poland)  
Occupation or position held Software Engineer, Systems Analyst  
Main responsibilities Worked in the area of Finance & Banking IT

## Education

### Dates 2007 – 2011

Title awarded Ph.D. in Human-Computer Interaction  
Name of organization Digital Enterprise Research Institute, National University of Ireland, Galway, Ireland

### Dates 2001 – 2006

Title awarded M.Sc. Eng. in Computer Science  
Name of organization Gdansk University of Technology, Poland

## Skills and competences

UX/HCI/Research Preparation of state-of-art reports, proposing new research initiatives, user research & persona creation, information architecture, delivering prototypes, UI/UX design, designing and running experiments, rigorous statistical analysis of results, researching patentability, publishing, organizing and running international research events.  
Published more than 20 papers at the top-tier UX/HCI, Web technology and Computer Graphics journals and conferences, including prestigious International Journal of Human-Computer Studies, CHI, WWW, HT, SIGGRAPH, Eurographics, Web3D, and 3DUI, on topics such as novel user interface designs and guidelines, user performance, and user studies.  
For the full list of my publications, see: <http://grey-eminence.org/publications.html>

Management Project Management, Quality Management, Standardisation Activities (W3C)

Programming C/C++, C#, HTML/CSS/JavaScript, SQL, LLVM

Computer Graphics Metal/DX/OpenGL/WebGL, Unity3D

Soft Skills High social competence, visionary and creative, intercultural alignment, good portion of humour

## Interests and activities

Research interests Passionate about UX issues involved in 3D Web and WebVR; involved in a Wikimedia initiative dedicated to bringing free educational content to the world (see NYT article: <http://nyti.ms/1gJ3s9c>); contributes to open source.

Groups and associations ACM, IEEE, SIGGRAPH, SIGWEB, W3C Declarative3D CG, Web3D Consortium, Wikipedia (PL, EN)

Hobbies Playing board games and table-top wargames, painting, 3D modelling, reading, travelling, windsurfing and playing football. Car and motorbike enthusiast.