



JACEK JANKOWSKI

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WORK EXPERIENCE



Intel • Senior Graphics Software Engineer

2014-present

Design and development of Intel's LLVM-based shader compiler focusing on enabling and optimizing Apple's new METAL graphics API on OSX.



Inria • Senior UX/HCI Researcher, Project Manager

2012-2014

Leading UX design, development and usability evaluation of interaction techniques for the street level navigation for the French equivalent of Google Maps, <http://fr.mappy.com>.



DERI • UX/HCI Researcher, 3D Web Group Leader

2007-2012

Leading a small R&D team throughout the entire process of ideation, design, and execution in a number of 3D Web research & commercialization projects (e.g., <http://copernicus.deri.ie>).



Comarch • Software Engineer, Systems Analyst

2006-2007

Worked in the area of Finance & Banking IT.

KEY ACCOMPLISHMENTS

- Helped to bring **Metal** to Mac (announced at WWDC'15); owned and delivered several key components & features.
- Developed several significant 3D/Compute **optimizations** (e.g., DLU - 14% boost in GeekBench, 5% on CompuBench).
- Published **>20 papers** (IJHCS, CHI, WWW, SIGGRAPH, Eurographics, Web3D, 3DUI); co-author of the **WebGL Insights** book.
- Completed **>10 interaction design projects** for industry partners, startups, internal, and personal projects in areas such as education, journalism, semantic web, aerospace, creativity and more.
- Involved in **Wikimedia** initiative (UX); chaired Wikimania 2010 attended by more than 500 people from around the world.

EDUCATION

- **Ph.D. in Human-Computer Interaction** from National University of Ireland, Galway, Ireland
- **M.Sc. Eng. in Computer Science** from Gdansk University of Technology, Gdansk, Poland

AWARDS

- **VPG Division Recognition Award** for *"delivering the first unified graphics and compute Metal solution on MAC OS X for Intel integrated graphics"*.
- **3D Interaction** paper in TOP3 in Eurographics DL in 2015.

SKILLS

- **Driving all aspect of the project**, from market research, core problem formulation, use cases, concept development, team building, complete UI design, visual design, development, to validation and deployment.
- **UI/UX/HCI**: persona creation, use case development, sketching and prototyping, information architecture, exploratory studies, usability testing, statistical analysis. Deep expertise in 3D interaction and 3D Web interaction in particular.
- **Programming** (since 10): C/C++, C#, HTML/CSS/JavaScript, LLVM; **Computer Graphics**: Metal/OpenGL/WebGL, Unity3D
- **Soft Skills**: entrepreneurial spirit, visionary, creative, intercultural alignment, fine communicator, good portion of humor.

INTERESTS

3D Web & WebVR • UX • Board games • Table-top miniature wargames • Windsurfing • Car & motorbike enthusiast