LUDWIG SIDENMARK

University of Toronto
Department of Computer Science
40 St. George Street, Toronto, ON M5S 2E4, Canada

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CV last updated: October 22, 2024

Overview: I am a Postdoctoral Fellow in Human-Computer Interaction (HCI) at the Dynamic Graphics Project lab of the University of Toronto, working with Prof. Tovi Grossman. My research interests lie within HCI, Extended Reality (XR), eye tracking, interaction techniques, adaptive interfaces, remote collaboration, and Human-AI interaction. I conduct fundamental research on gaze in motion, and develop novel adaptive interactive and collaborative systems.

- 6+ years of research experience within HCI.

- Research projects include novel interaction techniques, fundamental behavioural research, remote collaboration, eye tracking, Human-AI interaction, and XR.

- Broad publication record (20+) in premier international conferences and journals within HCI, Eye tracking and XR such as CHI, UIST, ETRA, TOCHI and TVCG.

- Research visits/internships at multiple world-leading industry labs within eye tracking and extended reality, including Tobii Technology, Sony Interactive Entertainment R&D and Meta Reality Labs Research.

- Multiple publication awards and award for PhD Excellence.

- Scientific conference organizer in various roles (ETRA '21–'25 and CHI '24) including technical program chair (ETRA'24–'25). Program committee member (UIST'24, ISS '24, NordiCHI '22) and reviewer for a wide range of conferences, and journals.

PROFESSIONAL EXPERIENCE

University of Toronto
Postdoctoral Fellow
Feb 2023 - Present
Toronto, Canada

· Research supervisor and leading research projects in HCI, XR,
  Generative AI, Adaptive Interfaces, Machine Learning, and Eye Tracking.
· Dynamic Graphics Project Lab. Advisor: Tovi Grossman

Lancaster University
Senior Research Associate
Nov 2021 - Feb 2023
Lancaster, United Kingdom

· Research supervisor and leading research projects in HCI, XR,
  Eye Tracking, and Machine Learning.
· ERC GEMINI Project. Advisor: Hans Gellersen

Meta Reality Labs Research
Research Intern
Jun 2021 - Oct 2021
Toronto, Canada (Remote)

· Error-aware gaze-based interaction in virtual reality
· Advisors: Marcello Giordano and Mark Parent

Sony Interactive Entertainment R&D
Engineer Intern
Nov 2020 - Mar 2021
London, United Kingdom (Remote)

· Gaze interaction in virtual reality
· Advisor: Patrick Connor

Capgemini
Software Engineer
Sep 2017 - Nov 2017
Stockholm, Sweden

· Front-End development and design, robot process automation

NOWO   Oct 2016 - Nov 2017
Front-End Developer/Designer   *Stockholm, Sweden*

· Website design, development and maintenance

Tobii   Jan 2017 - Jun 2017
Research Intern   *Stockholm, Sweden*

· Studying gaze behaviour during hand interaction in virtual reality
· Advisor: Ralf Biedert

EDUCATION

Lancaster University   Jan 2018 - Jan 2023
PhD in Computer Science   *Lancaster, United Kingdom*

· Thesis: *"Coordinated Eye and Head Movements for Gaze Interaction in 3D Environments"*
· Supervisor: Hans Gellersen
· Funded by Sony Interactive Entertainment Europe £90,000 over 3 years

KTH, Royal Institute of Technology   Aug 2015 - Jun 2017
Msc. in Human-Computer Interaction   *Stockholm, Sweden*

· Thesis: *"Immersive Eye Tracking Calibration in Virtual Reality Using Interactions with In-game Objects"*
· Supervisor: Anders Lundström

KTH, Royal Institute of Technology   Aug 2012 - Jun 2015
Bsc. in Computer Science   *Stockholm, Sweden*

· Thesis: *"FACT- and SAT-solvers on different types of semiprimes"*
· Supervisor: Per Austrin

PEER-REVIEWED FULL CONFERENCE PAPERS

In my research area, peer-reviewed conference publications are the primary outlet for current research. ACM CHI and ACM UIST are the premier conference venues for technical HCI research. ACM ETRA is the premier conference for eye tracking research.

An additional 6 papers are currently in the review cycle.

Published: 8×CHI, 4×ETRA, 2×UIST, 1×VR, 1×ISMAR, 1×ISS, 1×SUI.

[C18] F. Chiossi, Y. El Khaoudi, C. Ou, **L. Sidenmark**, A. Zaky, T. Feuchtner and S. Mayer. 2024. Evaluating Typing Performance in Different Mixed Reality Manifestations Using Physiological Features. Proc. ACM Hum.-Comput. Interact. 8, ISS, Article 542 (December 2024), 30 pages. `https://doi.org/10.1145/3698142`

[C17] **L. Sidenmark**, T. Zhang, L. Al Lababidi, J. Li and T. Grossman. 2024. Desk2Desk: Optimization-based Mixed Reality Workspace Integration for Remote Side-by-side Collaboration. In The 37th Annual ACM Symposium on User Interface Software and Technology (UIST 24), October 13-16, 2024, Pittsburgh, PA, USA. ACM, New York, NY, USA, 15 pages. `https://doi.org/10.1145/3654777.3676339`

[C16] B. J. Hou, J. Newn, **L. Sidenmark**, A. A. Khan and H. Gellersen. 2024. *GazeSwitch: Automatic Eye-Head Mode Switching for Optimised Hands-Free Pointing.* GazeSwitch: Automatic Eye-Head Mode Switching for Optimised Hands-Free Pointing. Proc. ACM Hum.- Comput. Interact. 8, ETRA, Article 227 (May 2024), 20 pages. `https://doi.org/10.1145/3655601`

[C15] F. Zhu, M. Sousa, **L. Sidenmark** and T. Grossman. 2024. *PhoneInVR: An Evaluation of Spatial Anchoring and Interaction Techniques for Smartphone Usage in Virtual Reality.* In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI 24), May 11-16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 16 pages. `https://doi.org/10.1145/3613904.3642582`

[C14] P. Manakhov, **L. Sidenmark**, K. Pfeuffer and H. Gellersen. 2024. *Gaze on the Go: Effect of Spatial Reference Frame on Visual Target Acquisition During Physical Locomotion in Extended Reality.* In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI 24), May 11-16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 16 pages. `https://doi.org/10.1145/3613904.3642915`

[C13] H. S. Lee, F. Weidner, **L. Sidenmark** and H. Gellersen. 2024. *Snap, Pursuit and Gain: Virtual Reality Viewport Control by Gaze.* In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI 24), May 11-16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 14 pages. `https://doi.org/10.1145/3613904.3642838`

[C12] J. Orlosky, C. Liu, K. Sakamoto, **L. Sidenmark** and A. Mansour. 2024. *EyeShadows: Peripheral Virtual Copies for Rapid Gaze Selection and Interaction.* In 2024 IEEE Conference Virtual Reality and 3D User Interfaces (VR), Orlando, FL, USA, pp. 681-689. `https://doi.org/10.1109/VR58804.2024.00088`

[C11] F. Zhu, **L. Sidenmark**, M. Sousa and T. Grossman. 2023. *PinchLens: Applying Spatial Magnification and Adaptive Control Display Gain for Precise Selection in Virtual Reality.* In 2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR). Sydney, Australia. pp. 1221-1230. `https://doi.org/10.1109/ISMAR59233.2023.00139`

[C10] K. Pfeuffer, J. Obernolte, F. Dietz, V. Mäkelä, **L. Sidenmark**, P. Manakhov, M. Pakanen and F. Alt. 2023. *PalmGazer: Unimanual Eye-hand Menus in Augmented Reality.* In Proceedings of the 2023 ACM Symposium on Spatial User Interaction (SUI '23). ACM, New York, NY, USA, Article 10, 112. `https://doi.org/10.1145/3607822.3614523`. **Best Paper Honourable Mention Award.**

[C9] **L. Sidenmark**, C. Clarke, J. Newn, M. N. Lystbæk, K. Pfeuffer and H. Gellersen. 2023. *Vergence Matching: Inferring Attention to Objects in 3D Environments for Gaze-Assisted Selection.* In Proceedings of the 2023 CHI Conference on Human Factors in Computing, Systems (CHI '23), April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 15 pages. `https://doi.org/10.1145/3544548.3580685`

[C8] R. Bovo, D. Giunchi, **L. Sidenmark**, J. Newn, H. Gellersen, E. Costanza and H. Heinis. 2023. *Speech-Augmented Cone-of-Vision for Exploratory Data Analysis.* In Proceedings of the 2023 CHI Conference on Human Factors in Computing, Systems (CHI '23), April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 18 pages. `https://doi.org/10.1145/3544548.3581283`

[C7] B. J. Hou, J. Newn, **L. Sidenmark**, A. A. Khan, P. Bækgaard and H. Gellersen. 2023. *Classifying Head Movements to Separate Head-Gaze and Head Gestures as Distinct Modes of Input.* In Proceedings of the 2023 CHI Conference on Human Factors in Computing, Systems (CHI '23), April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 14 pages. `https://doi.org/10.1145/3544548.3581201`

[C6] A. Ramirez Gomez, C. Clarke, **L. Sidenmark** and H. Gellersen. 2021. *Gaze+Hold: Eyes-only Direct Manipulation with Continuous Gaze Modulated by Closure of One Eye.* In ACM Symposium

on Eye Tracking Research and Applications (ETRA '21 Full Papers). ACM, New York, NY, USA, Article 10, 1-12. `https://doi.org/10.1145/3448017.3457381`

[C5] **L. Sidenmark**, D. Potts, B. Bapisch and H. Gellersen. 2021. *Radi-Eye: Hands-Free Radial Interfaces for 3D Interaction using Gaze-Activated Head-Crossing.* In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). ACM, New York, NY, USA, Article 740, 1-11. `https://doi.org/10.1145/3411764.3445697`

[C4] **L. Sidenmark**, D. Mardanbegi, A. Ramirez Gomez, C. Clarke and H. Gellersen. 2020. *BimodalGaze: Seamlessly Refined Pointing with Gaze and Filtered Gestural Head Movement.* In Symposium on Eye Tracking Research and Applications (ETRA '20). ACM, New York, NY, USA, Article 8, 1-9. `https://doi.org/10.1145/3379155.3391312`. **Best Paper Honourable Mention Award.**

[C3] **L. Sidenmark**, C. Clarke, X. Zhang, J. Phu and H. Gellersen 2020. *Outline Pursuits: Gaze-assisted Selection of Occluded Objects in Virtual Reality.* In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1-13. `https://doi.org/10.1145/3313831.3376438`

[C2] **L. Sidenmark** and H. Gellersen. 2019. *Eye&Head: Synergetic Eye and Head Movement for Gaze Pointing and Selection.* In Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology (UIST '19). ACM, New York, NY, USA, 1161-1174. `http://dx.doi.org/10.1145/3332165.3347921`

[C1] **L. Sidenmark** and A. Lundström. 2019. *Gaze Behaviour on Interacted Objects during Hand Interaction in Virtual Reality for Eye Tracking Calibration.* In Proceedings of the 11th ACM Symposium on Eye Tracking Research & Applications (ETRA '19). ACM, New York, NY, USA, Article 6, 9 pages. `https://doi.org/10.1145/3314111.3319815`

PEER-REVIEWED JOURNAL ARTICLES

Published: 3×TVCG, 2×TOCHI, 1×JEMR.

[J6] P. Manakhov, **L. Sidenmark**, K. Pfeuffer and H. Gellersen. 2024. *Filtering on the Go: Effect of Filters on Gaze Pointing Accuracy During Physical Locomotion in Extended Reality.* In IEEE Transactions on Visualization and Computer Graphics, vol. 30, no. 11, pp. 7234-7244, Nov. 2024. https://doi.org/10.1109/TVCG.2024.3456153

[J5] H. Wang, **L. Sidenmark**, F. Weidner, J. Newn, H. Gellersen. 2024. *HeadShift: Head Pointing with Dynamic Control-Display Gain.* ACM Transactions on Computer-Human Interaction (TOCHI). Just Accepted (August 2024). `https://doi.org/10.1145/3689434`

[J4] F. Prummer, **L. Sidenmark** and H. Gellersen. 2024. *Dynamics of Eye Dominance Behavior in Virtual Reality.* In Journal of Eye Movement Research (JEMR), 17(3). `https://doi.org/10.16910/jemr.17.3.2`

[J3] **L. Sidenmark**, F. Prummer, J. Newn and H. Gellersen. *Comparing Gaze, Head and Controller Selection of Dynamically Revealed Targets in Head-mounted Displays.* In IEEE Transactions on Visualization and Computer Graphics (TVCG). Vol. 29, no. 11, pp. 4740-4750, Nov. 2023. `https://doi.org/10.1109/TVCG.2023.3320235`

[J2] **L. Sidenmark**, M. Parent, C. Wu, J. Chan, M. Glueck, D. Wigdor, T. Grossman and M. Giordano. *Weighted Pointer: Error-aware Gaze-based Interaction through Fallback Modalities.* In IEEE Transactions on Visualization and Computer Graphics (TVCG). Vol. 28, no. 11, pp. 3585-3595, Nov. 2022. `https://doi.org/10.1109/TVCG.2022.3203096`

[J1] **L. Sidenmark** and H. Gellersen. 2019. *Eye, Head and Torso Coordination During Gaze Shifts in Virtual Reality.* ACM Transactions on Computer-Human Interaction (TOCHI). 27, 1, Article

4 (December 2019), 40 pages. `https://doi.org/10.1145/3361218`

PEER-REVIEWED SHORT CONFERENCE PAPERS

Published: 2×ETRA.

[c2] **L. Sidenmark**, M. N. Lystbæk and H. Gellersen. 2023. *GE-Simulator: An Open-Source Tool for Simulating Real-Time Errors for HMD-based Eye Trackers.* In 2023 Symposium on Eye Tracking Research and Applications (ETRA 23), May 30-June 2, 2023, Tubingen, Germany. ACM, New York, NY, USA, 6 pages. `https://doi.org/10.1145/3588015.3588417`

[c1] R. Bovo, D. Giunchi, **L. Sidenmark**, H. Gellersen, E. Costanza and H. Heinis. 2022. *Real-time head-based deep-learning model for gaze probability regions in collaborative VR.* In 2022 Symposium on Eye Tracking Research and Applications (ETRA '22). ACM, New York, NY, USA, Article 6, 18. `https://doi.org/10.1145/3517031.3529642`. **Best Student Short Paper Award.**

PEER-REVIEWED WORKSHOP PAPERS

[W2] **L. Sidenmark**, Z. Sun, H. Gellersen. 2024. *Cone&Bubble: Evaluating Combinations of Gaze, Head and Hand Pointing for Target Selection in Dense 3D Environments.* In 1st Workshop on Gaze and Eye Movement in Interaction in XR (GEMINI 2024). `https://doi.org/10.1109/VRW62533.2024.00126`

[W1] **L. Sidenmark**, N. Kiefer and H. Gellersen. 2019. *Subtitles in Interactive Virtual Reality: Using Gaze to Address Depth Conflicts.* In Workshop on Emerging Novel Input Devices and Interaction Techniques (NIDIT 2019), March 24, 2019, Osaka, Japan, 6 pages.

AWARDS

Best Paper Honourable Mention Award, SUI '23   2023

· PalmGazer: Unimanual Eye-hand Menus in Augmented Reality [C10].

Beyond Scope Award, ETRA '22   2022

· Recognition of service beyond expectation as virtualization chair.

Best Student Short Paper, ETRA '22   2022

· Real-time head-based deep-learning model for gaze probability regions in collaborative VR [c1].

Best Paper Honourable Mention Award, ETRA '20   2020

· BimodalGaze: Seamlessly Refined Pointing with Gaze and Filtered Gestural Head Movement [C4].

Deans' Award for PhD Excellence - First Year, Lancaster University   2018

· Recognition as single best student in year group across all Science and Technology subjects at Lancaster University.

PATENTS

Note: Patent author order is arbitrary and has no legal bearing.

[P5] P. J. Connor, M. C. Monti and **L. Sidenmark**. *Gaze tracking system and method.* Filed: 2022-03-03. Patent No. GB-2616288-A.

[P4] A. W. Walker, R. J. Forster, M. W. Sanders, P. J. Connor, J. R. Grant, H. Gellersen and **L. Sidenmark**. *Methods and apparatus for controlling a viewpoint within displayed content based on user motion.* Filed: 2019-09-04. Granted: 2021-05-25. Patent No. US-11016562-B2.

[P3] P. J. Connor, R. J. Forster, A. W. Walker, M. W. Sanders, J. R. Grant, H. Gellersen and **L. Sidenmark**. *User profile generating system and method.* Filed: 2019-08-30. Granted: 2024-01-23. Patent No. US-11880501-B2.

[P2] P. J. Connor, J. R. Grant, H. Gellersen, and **L. Sidenmark**. *Content modification system and method.* Filed: 2019-08-30. Patent No. US-20210318753-A1.

[P1] A. W. Walker, R. J. Forster, M. W. Sanders, P. J. Connor, J. R. Grant, H. Gellersen and **L. Sidenmark**. *Gaze input System and method.* Filed: 2018-09-06. Granted: 2021-10-27. Patent No. GB-2576905-B.

TEACHING AND MENTORING ACTIVITY

PhD Mentoring
University of Toronto

· **Fengyuan Zhu** [C11, C15]	2023 - Present

Aarhus University

· **Pavel Manakhov** [C14, J6]	2023 - 2024

Lancaster University

· **Hock Siang Lee** [C13]	2023 - 2024
· **Guanlin Li**	2022 - 2023
· **Haopeng Wang** [J5]	2022 - 2024
· **Baosheng James Hou** [C8, C16]	2022 - 2024
· **Franziska Prummer** [J4]	2022 - 2024

Supervised Students
University of Toronto, Co-advisor with Tovi Grossman

· **Luis Andres Vazquez**, BSc Final Year Project	2024
· **Michele Massa**, Undergraduate Research Assistant	2024
· **Carol Meng**, Undergraduate Research Assistant	2024
· **Erin Kim**, Undergraduate Research Assistant	2024
· **Roy Berenshteyn**, Undergraduate Research Assistant	2024
· **Yawen Grace Xiao**, Undergraduate Research Assistant	2024
· **Leping Qiu**, MSc Student	2023-2024
· **Issam Arabi**, Undergraduate Research Assistant	2023
· **Chao-Jung Lai**, Undergraduate Exchange Student	2023
· **Tianyu Zhang**, Undergraduate Research Assistant [C17]	2023
· **Connor Burns**, Undergraduate Research Assistant	2023
· **Leen Al Lababidi**, Undergraduate Research Assistant [C17]	2023

Lancaster University, Co-advisor with Christopher Clarke

· **James Whiffing**, MSc Final Year Project	2022

Lancaster University, Co-advisor with Hans Gellersen

- **Zoltan Gyor**, BSc Final Year Project   2022
- **Zibo Sun**, BSc Final Year Project, [W2]   2022
- **Bruce Cheng**, BSc Final Year Project   2022
- **Bill Bapisch**, MSc Final Year Project [C5]   2019
- **Jenny Phu**, BSc Final Year Project [C3]   2019
- **Xuesong Zhang**, MSc Final Year Project [C3]   2019
- **Tom Grayston**, BSc Final Year Project   2019
- **Ho Hin Leo Lam**, BSc Final Year Project   2019
- **Nicolas Kiefer**, BSc Final Year Project [W1]   2018

Teaching Assistant   Sep 2018 - Jun 2021
Lancaster University

- **SCC.202: Human-Computer Interaction:** Responsible for supervision of undergraduate lab sessions, independent conduct of seminars, and marking of coursework.   2018/19, 2019/20, 2020/21

Guest Lecturer

- Aarhus University, "Virtual reality and research"   Nov 2020
- Lancaster University, "Virtual reality and research"   Oct 2019

Professional Development
Lancaster University

- Associate Teaching Programme (Associate Fellow of the HEA)   2021
- Introduction to Teaching at Lancaster   2018

PROFESSIONAL ACTIVITY

Scientific Conference Organising Committee

- **Technical Program Chair**, ETRA '24, '25: ACM Symposium on Eye Tracking Research and Applications, Glasgow, United Kingdom   2024 - 2025
- **Video Preview Chair**, CHI '24: ACM CHI Conference on Human Factors in Computing Systems, Honolulu, HA, United States   2024
- **Short Paper Co-Chair**, ETRA '23: ACM Symposium on Eye Tracking Research and Applications, Tübingen, Germany   2023
- **Virtualization Co-Chair**, ETRA '21, '22: ACM Symposium on Eye Tracking Research and Applications. Stuttgart, Germany (Virtual) and Seattle, WA, United States   2021 - 2022
- **Student Volunteer**, MUM '21: International Conference on Mobile and Ubiquitous Multimedia, Leuven, Belgium (Virtual)   2021

Scientific Workshop Organising Committee

- **GEMINI:** 1st Workshop on Gaze and Eye Movement in Interaction in XR at VR '24   2024
- **PETMEI:** 8th International Workshop on Pervasive Eye Tracking and Mobile Eye-Based Interaction at ETRA '23   2023

Scientific Conference Program Committee Member

- **UIST:** ACM Symposium on User Interface Software and Technology (Full Papers) — '24
- **ISS:** ACM Interactive Surfaces and Spaces Conference (Full Papers) — '24
- **NordiCHI:** Nordic Conference on Human-Computer Interaction (Full Papers) — '22
- **CHI:** ACM CHI Conference on Human Factors in Computing Systems (Late Breaking Work) — '23, '24
- **ETRA:** ACM Symposium on Eye Tracking Research and Applications (Short Papers) — '21
- **COGAIN:** Symposium on Communication by Gaze Interaction (Workshop Papers) — '21, '22, '23

Invited Talks

- *"Gaze in Motion: Gaze Interaction beyond the Desktop"*, Pico Technology — Sep 2023
- *"Eye and Head Coordination for Gaze Interaction in Virtual Reality"*, University of Toronto — Aug 2022
- *"Eye and Head Coordination for Gaze Interaction in Virtual Reality"*, Meta Reality Labs — Jun 2021
- *"Eye and Head Coordination for Gaze Interaction in Virtual Reality"*, Aarhus University — Feb 2020
- *"Eye and Head Coordination for Gaze Interaction in Virtual Reality"*, Sony Interactive Entertainment Europe — Feb 2019

Scientific Conference Session Chair

- **ETRA:** ACM Symposium on Eye Tracking Research and Applications — '23

Scientific Conference Proceedings Reviewer

- **CHI:** ACM CHI Conference on Human Factors in Computing Systems — '19, '20, '21, '22, '23, '24
- **UIST:** ACM Symposium on User Interface Software and Technology — '18, '20, '21, '22, '23
- **ETRA:** ACM Symposium on Eye Tracking Research and Applications — '20, '21, '23, '24
- **VR:** IEEE Conference on Virtual Reality and 3D User Interfaces — '22, '23, '24
- **ISMAR:** IEEE International Symposium on Mixed and Augmented Reality — '21, '22, '24
- **VIS:** IEEE Visualization Conference — '23
- **VRST:** ACM Symposium on Virtual Reality Software and Technology — '23
- **DIS:** ACM conference on Designing Interactive Systems — '21
- **MobileHCI:** ACM International Conference on Mobile Human-Computer Interaction — '21, '22
- **NordiCHI:** ACM Nordic Conference on Human-Computer Interaction — '20, '22
- **SUI:** ACM Symposium on Spatial User Interaction — '20
- **INTERACT:** International Conference on Human-Computer Interaction — '21
- **COGAIN:** Symposium on Communication by Gaze Interaction — '20, '21, '22, '23

Scientific Journal Reviewer

- · ACM Computing Surveys
- · **IMWUT:** Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies
- · **TOMM:** ACM Transactions on Multimedia Computing, Communications, and Applications
- · **IJHCS:** International Journal of Human-Computer Studies
- · **TOCHI:** ACM Transactions on Computer-Human Interaction
- · **TVCG:** IEEE Transactions on Visualization and Computer Graphics
- · Behaviour & Information Technology
- · Multimedia Tools and Applications
- · Sensors

CERTIFICATIONS

- · Professional Scrum Master I   2017

MISCELLANEOUS

- · **Languages:** Swedish (Native), English (Bilingual)