Vagia Tsiminaki

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♦ EDUCATION

September/2012 – present

PhD Candidate in Computer Science, Mathematics and Information Technology, University of Grenoble

Thesis Title: Appearance Modelling for 4D Multi-View Representations

Developed Super-Resolution framework to compute high quality appearance representation of 3D objects from captured video sequences.

Contributions: Proposed a compact, view-independent, super-resolved appearance representation for 3D objects moving over time.

September/2009 – July/2011

MSc in Computer Science (EPFL), School of Computer and Communication Sciences
École Polytechnique Fédérale de Lausanne, Swiss Federal Institute of Technology

September/2002 – June/2008

Dipl. Eng. in Electrical and Computer Engineering (AUTH) – 5 year degree
School of Engineering, Aristotle University of Thessaloniki, Electronics and Computer Division

♦ RESEARCH – WORK EXPERIENCE

July/2012 – Present

Researcher, Morpheo Group, **INRIA Research Institute,** Grenoble, France

- Research on Appearance Modelling of 3D objects.
- Research on 2D Super-Resolution techniques and on the integration in the multi-view setup
- Use of Bayesian inference and convex optimization techniques to estimate the appearance of 3D objects from video sequences.
- Use of dimensionality reduction algorithms (Principal Component Analysis) to encode the appearance variability of 3D objects over time
- Re@ct Project for real-time interactive animation.

January/2013

Visiting Researcher, Matsuyama Laboratory, Graduate School of Informatics, **Kyoto University**

- Research on Modelling of dynamic events using visual cues
- Collaborated with researchers to enhance our insight on human gesture modelling

January/2012 - April/2012

Research Engineer, Social Computing Group, **IDIAP Research Institute,** Martigny, Switzerland

- Research on Automatic Prediction of Users' Personality in Social Media
- Use of statistical tools to analyze the verbal content of video blogs of users in social media
- Integrate Automatic Speach Recognizer algorithm into the pipeline and evaluate its performance

October/2011 – December/2011

Research Engineer, Signal Processing Laboratory LTS2, School of Engineering (STI),
École Polytechnique Fédérale De Lausanne (EPFL)

- Research on Thermal Simulation via Graph Models on Convex Optimization Methods
- Optimize the number and the location of temperature sensors on an electronic chip to reliably operate

September/2008 – July/2009

Researcher, Multimedia Knowledge Group, **Informatics & Telematics Institute (ITI)**, Centre for Research & Technology Hellas (CERTH)

- Research on Video processing for Motion estimation and Segmentation
- Use of statistical estimation techniques for motion analysis from video sequences

September/2007 – June/2008

Research Engineer, Laboratory of Multimedia Understanding Group, School of Engineering,
Aristotle University of Thessaloniki (AUTH)

- Research on Scene analysis and object recognition
- Design of 3D object recognition system by using probabilistic geometrical grammars

♦ PUBLICATIONS

Adnane Boukhayma, Vagia Tsiminaki, Jean-Sébastien Franco, and Edmond Boyer. “Eigen Appearance Maps of Dynamic Shapes” *ECCV 2016-European Conference on Computer Vision*

Tsiminaki Vagia, Jean-Sébastien Franco, and Edmond Boyer. "High Resolution 3D Shape Texture from Multiple Videos." In *Computer Vision and Pattern Recognition (CVPR), 2014 IEEE Conference on*, pp. 1502-1509. IEEE, 2014.

Biel Joan-Isaac, Vagia Tsiminaki, John Dines, and Daniel Gatica-Perez. "Hi youtube!: Personality impressions and verbal content in social video." In *Proceedings of the 15th ACM on International conference on multimodal interaction*, pp. 119-126. ACM, 2013.

Dogan Zafer, Vagia Tsiminaki, Ivana Jovanovic, Thierry Blu, and Dimitri Van De Ville. "Localization of point sources for systems governed by the wave equation." In *SPIE Optical Engineering+ Applications*, pp. 81380P-81380P. International Society for Optics and Photonics, 2011.

Briassouli Alexia, Vagia Tsiminaki, and Ioannis Kompatsiaris. "Human motion analysis via statistical motion processing and sequential change detection." *Journal on Image and Video Processing* 2009 (2009): 2.

♦ TECHNICAL AND COMPUTER SKILLS

Simulation/Calculation Tools: MATLAB (Excellent knowledge)

Programming Languages: C, C++, Java, FORTRAN (basic knowledge)

♦ LANGUAGES

Greek:	Native Speaker
English:	Excellent (Cambridge First Certificate in English –University of Cambridge)
German:	Good knowledge (Kleines Deutsches Sparchdiplom – Goethe Institut)
French:	Basic Knowledge (Diplôme d’Etudes en Langue Française (Delf/B1)

♦ REVIEWING

Conferences CVPR

Journals Pattern Recognition

♦ GRANTS

Google Women in Technical Conference and Travel Grants to attend Product Management Festival 2016 in Zurich, Switzerland

♦ EVENT ORGANIZING

Student helper 3D Vision conference, Lyon, France, October 2015

♦ MEDIA

ECCV 2016 Online magazine Computer Vision News (published by RSIP Vision)

http://www.rsipvision.com/ECCV2016-Wednesday/#8