Curriculum vitae

About me

Name: Atanas Boev
Expert on human stereopsis and lightfield imaging
Born in 1976, Bulgarian citizen, married, with one kid, currently living in Munich, Germany
Contacts: http://boev.tel, http://de.linkedin.com/in/atanasboev, very.large.number@gmail.com

Skills

Programming: Matlab (advanced), Perl (intermediate), C++ (intermediate)
Others: OpenCV (Intermediate), Labview (intermediate), Zemax Opticstudio (beginner), 8-bit / MCU assembler (intermediate), Embedded electronics (intermediate), HTML/Javascript (abandoned in 2012)
Languages: English (full proficiency), Russian (limited), Finnish (elementary), Bulgarian (native)

Work experience

2014–present, Huawei German Research Centre, Germany
System engineer, AR/VR development
Work responsibilities:

- AR/VR system design and prototyping (software, assembly, electronics)
- Algorithm design
- Component scout, business development (collaboration projects)
- Task planning and reporting to the higher management
- Team leader of a small team

2013, Holografika KFT, Hungary
Marie Curie Research Exchange
Work responsibilities:

- Algorithm for optical calibration of a 4D (as in 2-plane parameterization) light-field display

2012-2014, Research Centre for Immersive Technologies, Tampere University of Technology, Finland
Post-doctoral researcher
Work responsibilities:

- Research on 3D visualization and perceptual optimization
- Organizing subjective tests
- EC funded collaboration projects
- MSc. And PhD theses supervision
- Lecturing a course on Virtual Reality

2011-2014, Making Movies OY, Finalnd
Technical consultant / Protagonist
Work responsibilities:

- Technical consultancy and subjective tests organization for a Finnish documentary called “Love and Engineering” (Premiere at Tribeca Film Fest 2014)

Education

2012, Doctor of Science in Technology, with distinction, “Perceptually Optimized Visualization on Autostereoscopic 3D Displays”, Tampere University of Technology
2002, Master of Science, “Comparative analysis on RF-ASIC design for a low noise amplifier”, TU-Varna, Bulgaria

Training

2014, SPIE 2014 short course on High Dynamic Range Imaging: sensors and Architectures
2013, COST training school in Plenoptics
2012, Training School on 3D Media, UX and Computational Architectures

Research

Topics:

- Stereoscopic gaze-tracking (area/volume of interest)
- Perceptual optimization of multi-view / LF display images
- Subjective and objective analysis of perceptual quality of stereoscopic video

Publications: One book chapter, five journal papers (one in “Proceeding in the IEEE”), and about 20-25 conference papers on the topics of “Signal processing for 3D displays” and “Vision modeling and subjective 3D quality”. Full list available on request (most available in Google Scholar)

Tutorials: “Signal processing methods for stereoscopic and multi-view 3D displays”, tutorial at IEEE Conf on Multimedia, ICME 2013, San Jose, CA

Awards

2012, Best Poster Award, COST Training School on 3D Media, UX and Computational Architectures
2011, Best Student Paper Award, Multimedia on Mobile Devices, EI2011, San Francisco, CA
2010, Nokia Scholarship Award