

# PAUL STRELI

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## EDUCATION

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| <b>ETH Zürich</b> , Zürich, Switzerland<br>PhD student at the Department of Computer Science<br>Research on Computational Interaction and Virtual Reality.<br>Advisor: Christian Holz                                   | <i>2020–Present</i>          |
| <b>Imperial College London</b> , London, UK<br>Master of Electrical and Electronic Engineering (EEE)   Top of class (1/114)<br>Research on Hand Pose Recognition.<br>Advisors: Tae-Kyun Kim & Guillermo Garcia-Hernando | <i>2015–2019</i><br>GPA: 4.0 |
| <b>Albertus Magnus School</b> , Vienna, Austria<br>School representative   Top of the class   | <i>2007–2015</i><br>GPA: 4.0 |

## PROFESSIONAL EXPERIENCE

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| <b>TikTok &amp; ByteDance</b> , London, UK<br>Research Intern at <i>ByteDance AI Lab</i><br>Music Intelligence Team with Ed Newton-Rex & Yuxuan Wang | <i>December 2019–June 2020</i> |
| <b>TTTech Auto AG</b> , Vienna, Austria<br>Software Engineering Intern for Automated Driving Systems   | <i>April–September 2018</i>    |
| <b>ÖBB (Austrian Federal Railways)</b> , Vienna, Austria<br>Project Management Intern for Predictive Maintenance                                     | <i>August–September 2017</i>   |
| <b>Schiebel</b> , Vienna, Austria<br>R&D Intern for Vertical Take-Off and Landing Unmanned Air Systems (UAS)   | <i>July–August 2016</i>        |

## AWARDS & HONORS

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| <b>Meta Research PhD Fellowship Finalist</b>  | <i>2022</i>          |
| <b>Best Paper Award</b>   ACM CHI for CapContact (top 1% of submissions)            | <i>2021</i>          |
| <b>Best Demo Award</b>   IEEE VR for TapID (jury's choice)                          | <i>2021</i>          |
| <b>Siemens Memorial Book Prize</b>   Imperial   Top EEE student of final class list | <i>2019</i>          |
| <b>Head of Department's Prize</b>   Imperial   Top EEE student in third year        | <i>2018</i>          |
| <b>First Place Entrepreneurship Online Competition</b>   Imperial Business School   | <i>2018</i>          |
| <b>Silvanus P Thompson Prize</b>   Imperial   Top EEE student second year           | <i>2017</i>          |
| <b>Second Year Group Project Prize</b>   Imperial   Best EEE group project          | <i>2017</i>          |
| <b>Dennis Gabor Prize</b>   Imperial   Top EEE student in first year                | <i>2016</i>          |
| <b>Dean's list</b>   Imperial   | <i>2016/17/18/19</i> |

## PUBLICATIONS

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4. **Paul Strel**, Jiaxi Jiang, Andreas Fender, Manuel Meier, Hugo Romat, and Christian Holz. TapType: Ten-finger text entry on everyday surfaces via Bayesian inference. In *Proceedings of ACM CHI 2022*.
3. Karan Ahuja, **Paul Strel**, and Christian Holz. 2021. TouchPose: Hand Pose Prediction, Depth Estimation, and Touch Classification from Capacitive Images. In *Proceedings of ACM UIST 2021*, pp. 997–1009.
2. **Paul Strel** and Christian Holz. 2021. CapContact: Super-resolution Contact Areas from Capacitive Touchscreens. In *Proceedings of ACM CHI 2021*. Article 289, 1–14. **Best paper award**.

1. Manuel Meier, **Paul Strel**, Andreas Fender, and Christian Holz. 2021. TapID: Rapid Touch Interaction in Virtual Reality using Wearable Sensing. In *Proceedings of IEEE VR 2021*, pp. 519–528. Accompanying demo received **best demonstration award** (jury's choice).

## TEACHING EXPERIENCE

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| <b>Graduate Teaching Assistant</b> , <i>Mobile Health and Activity Monitoring</i> , ETH Zürich  | Spring 2022 |
| <b>Graduate Teaching Assistant</b> , <i>Probabilistic Artificial Intelligence</i> , ETH Zürich  | Fall 2021   |
| <b>Graduate Teaching Assistant</b> , <i>Ubiquitous Computing</i> , ETH Zürich                   | Spring 2021 |
| <b>Teaching Assistant</b> , <i>Introduction to Computer Architecture and Systems</i> , Imperial | Fall 2018   |

## INVITED TALKS

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|  |      |
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| <b>Microsoft Research</b> , Swiss Joint Research Centre Workshop — Computer Vision | 2021 |
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## PAPER REVIEWING

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|----------------------|------|
| <b>ACM UIST</b>      | 2022 |
| <b>ACM ISS</b>       | 2022 |
| <b>ACM IMWUT</b>     | 2022 |
| <b>IEEE VR</b>       | 2022 |
| <b>ACM CHI</b>       | 2021 |
| <b>ACM UIST</b>      | 2021 |
| <b>ACM ISS</b>       | 2021 |
| <b>ACM MobileHCI</b> | 2021 |

## STUDENTS MENTORED

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| <b>Fabio Bazzi</b> , Master, <i>Robotics, Systems and Control</i> , ETH Zürich       | 2022 |
| <b>Alexander Eichhorn</b> , Bachelor, <i>Computer Science</i> , ETH Zürich           | 2022 |
| <b>Simon Boehi</b> , Bachelor, <i>Computer Science</i> , ETH Zürich                  | 2022 |
| <b>Michael Thomas Schlegel</b> , Bachelor, <i>Computer Science</i> , ETH Zürich      | 2022 |
| <b>Valentin Bieri</b> , Bachelor, <i>Computer Science</i> , ETH Zürich               | 2022 |
| <b>Francois Pailleau</b> , Master, <i>Robotics, Systems and Control</i> , ETH Zürich | 2021 |
| <b>Huajian Qiu</b> , Master, <i>Computational Science and Engineering</i> , EPFL     | 2021 |
| <b>Daniel Gstöhl</b> , Master, <i>Computer Science</i> , ETH Zürich                  | 2021 |
| <b>Boris Bernegger</b> , Bachelor, <i>Computer Science</i> , ETH Zürich              | 2021 |
| <b>Jannik Gartmann</b> , Bachelor, <i>Computer Science</i> , ETH Zürich              | 2021 |

## SELECTED PRESS COVERAGE

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|---|------|
| <b>Computerworld</b>   Präzise Touchscreens dank KI.  | 2021 |
| <b>TechXplore</b>   Improving touch screens with AI.  | 2021 |
| <b>Techstory</b>   AI for Improving Touch Screens.  | 2021 |
| <b>newelectronics</b>   Precise touch screens thanks to AI.   | 2021 |
| <b>TechXplore</b>   Virtual reality at your fingertips.   | 2021 |
| <b>Hackaday</b>   Bone Vibration brings Typing into VR.   | 2021 |
| <b>Kronen Zeitung</b>   Handgelenk-Sensor macht jede Fläche zur Tastatur.                             | 2021 |
| <b>Eletimes</b>   Virtual Reality (VR) at the Tip of Your Fingers.                                    | 2021 |
| <b>Blick</b>   Virtuelle Realität: Dank Handgelenk-Sensor jede denkbare Fläche als Tastatur benutzen. | 2021 |
| <b>New Atlas</b>   VR wristband tracks finger-taps via vibrating wrist bones.                         | 2021 |