

## Ciril Bohak - *Curriculum Vitae*

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PERSONAL INFORMATION      *Date of birth:* October 5, 1983  
*Citizenship:* Slovenian  
*www:* <http://lgm.fri.uni-lj.si/ciril>  
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*Google Scholar:* <https://scholar.google.com/citations?user=UpWJCh4AAAAJ>

EDUCATION      **University of Ljubljana, Faculty of Computer and Information Science**  
B.Sc., Computer and Information Science, October 2007  
Thesis Topic: *Gesture based user interface;*  
M.Sc., Computer and Information Science, October 2011  
Thesis Topic: *Segmentation of field recordings of Slovenian folk songs;*  
Ph.D., Computer and Information Science, June 2016  
Thesis Topic: *Finding the most representative part of vocal folksongs with transcription and segmentation;*

**Harvard, Harvard's Derek Bok Center for Teaching and Learning**

Higher Education Teaching Certificate course 2021;

**Utrecht University**

Utrecht Summer School in Music Information Retrieval (USMIR 2010);

**Athens Technology Center S.A.**

Summer School on Multimedia Semantics (SSMS 2008);

**Upper Austria University of Applied Sciences**

Student exchange, Hagenberg, Austria, July 2008,  
Attended courses on Digital Media in motion capture, advanced Flash development, Maya Python programming;

**Wanganui School of Design**

Student exchange, Wanganui, New Zealand, January to June 2008,  
Attended courses on Computer Graphics Design in 3D modeling, Animation, Computer Illustration.

LANGUAGES      Slovenian (mother tongue),  
English (C1),  
German (A2).

MOBILITY      **Vienna University of Technology**  
(Wien, Austria): 18. - 31. Januar 2024  
(Wien, Austria): 3. - 8. June 2019  
Faculty of Informatics,  
Institute of Visual Computing & Human-Centered Technology,

Research Unit of Computer Graphics

**King Abdullah University of Science and Technology - KAUST**

(Thuwal, Saudi Arabia): 1. - 29. September 2019

Visual Computing Center,

Nanovisualization research group.

Research exchange.

**Kyungpook National University**

(KNU, Daegu, South Korea): 25. March - 29. March 2019,

(KNU, Daegu, South Korea): 11. - 15. June 2018,

(KNU, Daegu, South Korea): 8. July - 8. October 2017,

College of IT Engineering,

Optomechatronics and Multi-scale Robotics Laboratory

**Delft University of Technology:** 27. - 31. March 2017

Short-term research exchange (ERASMUS+).

**Reykjavik University, Reykjavik, Iceland:** 22. - 28. March 2015

Short-term staff exchange (NFM - STT).

**Norwegian University of Science and Technology**

(NTNU, Trondheim, Norway): 8.- 15. June 2014

Short-term teaching exchange (NFM - STT).

**TECHNICAL SKILLS** Programming: Java, JavaScript, C, C++, C#, PHP, Python, MATLAB, UNIX shell scripting, SQL, VCS (GIT, SVN);

Computer Applications:  $\text{\TeX}$  ( $\text{\LaTeX}$ ,  $\text{\BIBTeX}$ ), most common productivity packages (for Windows, OS X, and Linux platforms);

Computer-Aided Design: SolidWorks, AutoCAD;

Computer Graphics Design: Adobe Creative Suite, Blender, Autodesk Maya, Autodesk 3ds Max, Rhinoceros 3D, Cinema 4D;

Operating Systems: Microsoft Windows family, Apple OS X, Linux.

**APPLICATION AREAS** Web development and design (JavaScript, Angular, AngularJS, NodeJS, Bootstrap), Android development, Java development, WASM, Emscripten, WebGPU, WebGL, OpenGL, OpenGL ES, C#, C++ development.

**RESEARCH INTERESTS** Computer graphics, Game technology, Human-Computer interaction, Visualisation, VR & AR technologies, Music information retrieval, E-Learning.

**AWARDS** IEEE VIS 2023

Best paper honorable mention award

Faculty of Computer and Information Science

Commended for notable contribution to the popularization of Computer and Information Science study in 2009, 2010, 2011, 2012, 2013, 2014.

WORK  
EXPERIENCE

**King Abdullah University of Science and Technology**

**Research Scientist** from December 2021 - 2023

**Postdoctoral Research Fellow** from October 2020 - December 2021

**University of Ljubljana**

**Assistant Professor (Faculty of Computer and Information Science)**

October 2020 - present

Part-time assistant professor from October 2024;

Full-time teaching assistant from January 2024 to October 2024;

Full-time teaching assistant from October 2010 to October 2020;

Part-time teaching assistant from February 2008 to October 2010;

- Interaction and Information Design  
2025 -
- Human-Computer Interaction  
2024 -
- Differential Programming  
2024 -
- Selected Topics from Computer Graphics and Visualization  
PhD study  
2021 -

**Assistant Professor (Academy of Fine Arts and Design)**

October 2020 - present

- Digital technologies in design  
2025 -
- Concepts for modelling visual information III  
2025 -
- Computer Aided Design II  
2020 -

**Teaching Assistant (Faculty of Computer and Information Science)**

November 2009 to October 2020

- Advanced Computer Graphics:  
2018 - 2020
- Computer Graphics and Game Technology:  
2011 - 2020;
- Programming and Algorithms:  
Spring 2011, Spring 2012;
- Computer Graphics:  
2010 - 2020;
- User Interface Design:  
2011 - 2013;

**Teaching Assistant (Academy of Fine Arts and Design)**

February 2011 to October 2020

- Computer Aided Design II:  
2011 - 2019;

**Teaching Assistant (Faculty of Education)**

October 2010 to February 2012

- Computer Graphics:  
Autumn 2010, Autumn 2011;

**Teaching Assistant (Faculty of Health Care)**

October 2008 to May 2011

- Computer and Information Science:  
Autumn 2009, Spring 2010;
- Health Care Informatics:  
Autumn 2008, Autumn 2009, Spring 2010, Autumn 2010, Spring 2011;

### **Researcher**

November 2009 to October 2020

- Full-time researcher from October 2007 to February 2010;
- Part-time researcher from February 2010 to present;
- Working on different projects (listed at the end).

### **Graduate Student**

October 2007 to 2016

- Organizer and lecturer at Game Development Summer School (2014 - 2018);
- Organizer and lecturer at Android Summer School, game and application development (2010 - 2018);
- Organizer and lecturer of teacher training program for high-school teachers of Computer Science (2015 - 2017).
- Completed course on public speaking and rhetoric 2012;
- Attended several online courses since 2011;
- Completed the online Machine Learning course in 2011;
- Completed the online Introduction to Artificial Intelligence course in 2011;
- Lecturer at iPhone Summer School 2009, game and application development;
- Lecturer at CoLoS Summer School 2009 & 2010, Web technologies (Action Script 3.0 and SilverLight), HTML5;
- Instructor for Programming course for high scholars (C++ and OpenGL) at Dijaški dom Tabor (Autumn 2007).

### **Undergraduate Student**

September 2002 to October 2007

- Tutor for courses Computer practicum 1 and Computer practicum 2 at Faculty of Fine Arts and Design (Spring 2006, Spring 2007);
- Tutor for courses Programming 2 and Programming basics 2 (Spring 2004, Spring 2005, Spring 2006, Spring 2007);
- work on different projects at Laboratory for Computer Graphics and Multimedia.

PROFESSIONAL  
SERVICE

### **Editorial work**

Proceedings of Human-Computer Interaction Slovenia (HCI-SI)

- 2024

Proceedings of Human-Computer Interaction in Information Society (HCI-IS)

- 2013, 2014, and 2016

### **Reviewing**

*Journals*

- Computers & Graphics  
2024, 2025
- Computer Graphics Forum  
2021, 2022
- Computers in Biology and Medicine  
2025

- Computer Methods and Programs in Biomedicine  
2025
- Frontiers in Virtual Reality  
2023
- Geocarto International  
2021
- ICT Express  
2025
- IEEE Access  
2020
- International Journal of Computer Assisted Radiology and Surgery  
2019
- International Journal of Human-Computer Interaction  
2023
- Journal of Audio Engineering Society  
2017, 2018
- Measurement  
2022
- Multimedia Tools and Applications  
2022, 2023
- Remote Sensing  
2021, 2022, 2023, 2024
- Sensors  
2019, 2024
- Transactions on Visualization and Computer Graphics (TVCG)  
2023, 2024
- Uporabna informatika  
2020, 2021
- Virtual Reality  
2019, 2020, 2021, 2022, 2023

#### *Conferences*

- Central European Seminar on Computer Graphics  
2023
- Euro Graphics  
2021
- EuroVIS  
2022, 2025
- Human-Computer in Information Society (HCI IS)  
2014, 2015, 2016, 2019, 2020;
- Human-Computer Interaction Slovenia (HCI SI)  
2023, 2024
- IEEE VIS  
2022, 2023, 2024, 2025
- IEEE VR  
2025
- International Conference on Biomedical Engineering and Biotechnology  
2017, 2018, 2019
- International Electrotechnical and Computer Science Conference  
2024
- PacificVIS  
2025
- Slovenian Informatics Days  
2020
- Web3D  
2023

#### **Chairing**

#### Human-Computer Interaction in Information Society (HCI-IS)

- Program Chair 2014, 2015, 2016, 2019, 2020;

#### Human-Computer Interaction Slovenia (HCI SI)

- Conference Chair 2024;

#### International Electrotechnical and Computer Science Conference

- Section Chair 2024;

### MENTORSHIP

#### *Ph.D. students*

- Šmajdek Uroš **2024** - present
- Boneš Eva **2023** - present

#### *M.Sc. students*

- **2025:** Aljaž Šmaljcclj
- **2024:** Bačar Neža
- **2023:** Šmajdek Uroš (Fakultetna Prešernova nagrada)
- **2021:** Kovač Marija

#### *M.Sc. students – coadvisor*

- **2020:** Kordež Jaka, Slemenik Matej, Rajković Denis
- **2019:** Mirčeta Krisijan, Lavrič Primož

#### *B.Sc. students*

- **2025:** Peter Šterman, Jan Ljubič, Rašeta Marta, Šuštar Lea
- **2024:** Pušenjak Žan, Radež Grega
- **2023:** Šuštar Klara, Sluga Enei, Krajšek Nejc, Podgornik Aljaž
- **2022:** Bogataj Aljaž, Hirci Nejc,
- **2021:** Šmaljcclj Aljaž

#### *B.Sc. students – coadvisor*

- **2021:** Kos Rok, Rovšnik Izidor
- **2020:** Prijatelj Luka, Pečar Primož, Cej Rok, Denis Rajković
- **2019:** Aleksandrov Jan, Pajnič Rok, Knez Janko, Beševič Lana
- **2018:** Kokelj Žiga, Kordež Jaka, Strban Sebastien
- **2012:** Hribar Mihael

### PROJECTS

#### **Geospatial information technologies for resilient and sustainable society (GeoAI)**

ARIS GRAVITY project (Workpackage Leader),  
1. 7. 2025 - 30. 6. 2028

#### **Large language models for digital humanities (LLM4DH)**

ARIS GRAVITY project (Workpackage Leader),  
1. 10. 2024 - 1. 10. 2027

#### **Cell visualization of unified microscopic data and procedurally generated sub-cellular structures**

ARIS small basic research project (Principal investigator),  
1. 7. 2024 - 30. 6. 2027

#### **Commercial Development and Validation of MesoCraft Software for 3D Modelling and Animation of Cryo-Electron Tomography Data**

KAUST - Research translation funding program,  
2022 - 2024

### **Nanovisualization Group internal projects**

<https://www.nanovis.org>,

Internal projects,

### **Laboratory for Computer Graphics and Multimedia internal projects**

<http://lgm.fri.uni-lj.si/projects/>,

Internal projects,

### **NRR - Development and testing of games in virtual reality for rehabilitation and evaluation of patients with balance problems**

Structural Funds Project,

2020

### **MiCREATE - Migrant Children and Communities in a Transforming Europe**

<http://lgm.fri.uni-lj.si/portfolio-view/micreate/>,

European Project (H2020),

2018 - 2021

### **Effectiveness of different types of scaffolds in self-regulated learning**

<http://lgm.fri.uni-lj.si/portfolio-view/effect/>,

Basic Research and Application Project,

2018 - 2021

### **Thinking Folklore: Approaching Dialect from Folkloristic, Ethnological, and Computational Perspectives**

<http://lgm.fri.uni-lj.si/portfolio-view/folklore/>,

Basic Research and Application Project,

2018 - 2021

### **TraPri - Tradition Meets the Future - Computer Vision and Augmented Reality for the Preservation and Promotion of Natural and Cultural Heritage**

<https://www.vicos.si/Projects/TraPri>,

Structural Funds Project,

2018

### **My Wood**

[http://www.lona.si/kmet\\_ekipa.php](http://www.lona.si/kmet_ekipa.php),

Structural Funds Project,

2017

### **OBJEM: Reading Literacy and Development of Slovenian Language**

<http://lgm.fri.uni-lj.si/portfolio-view/objem/>,

Slovenian Ministry of Education, Science and Sport,

2016 - 2022

### **NA-MA POTI: Natural Science and Mathematical Literacy: Promoting Critical Thinking and Problem Solving**

<http://lgm.fri.uni-lj.si/portfolio-view/nama/>,

Slovenian Ministry of Education, Science and Sport,

2016 - 2022

### **CREA - Network of summer academies for the improvement of entrepreneurship in innovative sectors**

<http://lgm.fri.uni-lj.si/portfolio-view/crea/>,

European Project (Framework Programmes),  
2015 - 2017

**eExperiments - Modern teaching of natural sciences using flexible open source measuring system**

<http://lgm.fri.uni-lj.si/portfolio-view/eexperiments-2/>,  
Structural Funds Project,  
2015

**EtnoFletno: Slovenian folk song and music on mobile devices**

<http://lgm.fri.uni-lj.si/portfolio-view/etnofletno/>,  
Structural Funds Project,  
2014-2015

**PerceiveConceive: an application for ICT-supported inclusion of blind and visually impaired youth in society**

<http://lgm.fri.uni-lj.si/portfolio-view/perceiveconceive-2/>,  
Structural Funds Project,  
2014-2015

**SAKE: Web Architecture as a Learning Technology for Constructivist e-Learning**

Structural Funds Project,  
2009-2010

**ASPECT: Adopting Standards and Specifications for Educational Content**

<https://www.fri.uni-lj.si/en/laboratory/lgm>,  
European Project (Framework Programmes),  
2008-2011

**DIDIKTA - analysis and development of didactics in ICT supported teaching and learning**

<https://www.fri.uni-lj.si/en/laboratory/lgm>,  
Target Research programmes,  
2008-2010

**ETNOKATALOG: retrieval of semantic data from folk song and music, based on melodic and metro-rhythmic analysis**

<http://lgm.fri.uni-lj.si/portfolio-view/ethnocatalogue-2/>,  
Basic Research and Application Project,  
2008-2011

**ETHNOMUSE: multimedia digital archive of slovenian folk music and folk dance culture**

<http://lgm.fri.uni-lj.si/portfolio-view/ethnomuse/>,  
Target Research programmes,  
2006-2008

**The Physlet Physics** (Fizika s fizleti) - translation of interactive illustrations, explorations and problems for basics physics.