Jana Hoffard

Contact

Address

Tokyo-to, Setagaya, Okusawa

Email

jana.hoffard@t-online.de

Phone

+81 80 3508 0053

Skills

Languages

German (Native)

Excellent

English Proficiency

Excellent

Japanese Proficiency

JLPT N2

French Proficiency

Good

Spanish Proficiency

Average

Programming

C#

Very Good

Unity3D

Very Good

Python

Good

Unreal

Average

C++/C/Java

Average

Computer Science student in the field of Human-Computer Interaction and Haptics. Strong organizational and communication skills thanks to voluntarily organizing numerous events held in German and/or English. Gained high problem-solving and time management skills during their study and volunteer positions. Specialized in haptic interfaces, tangible displays, and augmented/virtual reality applications.

Education

2013/10 - 2015/09	**No degree: Mechatronics** Nuremberg Institute of Technology
2015/10 - 2019/09	**Bachelor of Science: Informatics - Games Engineering** Technical University Munich
2019/10 - 2020/03	**No degree: Master Informatics - Games Engineering** Technical University Munich
2020/04 - 2020/09	**Japanese Language Student** Tokyo Institute of Technology
2020/10 - 2022/09	**Master of Science: Computer Science** Tokyo Institute of Technology
2022/10 - Current	**Doctoral Course: Computer Science** Tokyo Institute of Technology

Internship and Other Experience

2015/10 - 2016/09	**Organization** Team Semester Game Jam
2016/06 - 2018/06	**Organization Team** GameCamp Munich
2017/10 - 2017/12	**Internship at Professor Fujita Kinya Lab** Tokyo University of Agriculture and Technology
2018, 2019	**Volunteer** devcom - Developer Conference
2023/02 - 2023/07	**Internship at** Bandai Namco Studios, Innotech

Academic Publications

- Hoffard, Jana, et al. "Pushtoski-an indoor ski training system using haptic feedback." ACM SIGGRAPH 2021 Posters. 2021. 1-2.
- Hoffard, Jana, et al. "SkiSim: A comprehensive Study on Full Body Motion Capture and Real-Time Feedback in VR Ski Training." Augmented Humans 2022. 2022. 131-141.
- Hoffard, Jana, et al. "FroggyHand: A Gesture Based Control System for Omni-Directional Projections." Augmented Humans 2022. 2022. 298-300.
- Hoffard, Jana, et al. "OmniTiles-A User-Customizable Display Using An Omni-Directional Camera Projector System." (2022).