# Jana Hoffard



### Contact

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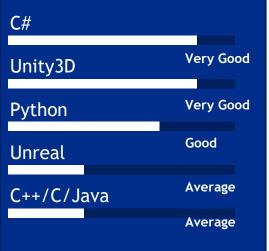
# Skills

Languages

German (Native)

English Proficiency	Excellent
Japanese Proficiency	Excellent
French Proficiency	JLPT N2
Spanish Proficiency	Good
	Average

#### Programming



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 -	<b>No degree: Mechatronics</b>
2015/09	Nuremberg Institute of Technology
2015/10 -	Bachelor of Science: Informatics - Games Engineering
2019/09	Technical University Munich
2019/10 -	No degree: Master Informatics - Games Engineering
2020/03	Technical University Munich
2020/04 -	Japanese Language Student
2020/09	Tokyo Institute of Technology
2020/10 -	Master of Science: Computer Science
2022/09	Tokyo Institute of Technology
2022/10 -	Doctoral Course: Computer Science
Current	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 <u>devcom - Developer Conference</u>
2023/02 - 2023/07	Internship at <u>Bandai Namco Studios, Innotech</u>

## 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).