ABOUT ME:

✉ azizniy@mail.ru

Having strong critical thinking skills, I am passionate about the design and user experience in immersive AR and VR. With my international experience and background, I can create innovative applications that solve real-world problems and popularise my research findings to make them accessible and impactful.

AZIZ NIYAZOV

EDUCATION:

Ph.D. Human-Computer Interaction
IRIT, Paul Sabatier University, France
2019 - 2023

M.Sc. Human-Computer Interaction
Bauhaus University Weimar, Germany
2017-2019

B.Sc. Computer Engineering
Politecnico di Torino, Italy
2011-2016

LANGUAGES:

French   - B1
German - B1
English - C1
Russian - Native
Uzbek   - Native

SKILLS:

Programming (C, C#, C++, Python), Git, Prototyping, UX Design, User-centered Evaluation, Azure Cloud Services (OpenAI, Speech Services, RAG using AI Search), Prompt Engineering, Arduino, Raspberry Pi, Sketches/Illustrations

Unity 3D, Visual Studio, QtCreator, Blender, Adobe Creative Cloud (Lightroom, Premiere Pro, After Effects, Illustrator, Photoshop), Figma

INTERESTS:

Photography (including photo contests), Videography, Latino and Street **Dancing** (including dancing contests), Guitar playing

WORKING EXPERIENCE

Saint-Quentin-en-Yvelines, France
2024 - present

Immersive Experience Developer in R&D
Expleo France
I create Virtual and Augmented Reality experiences for various company projects using Unity and MetaQuest VR headset to ensure intuitive and easy to use interaction. I create detailed 3D scenes and custom animations for 3D characters in Blender to enhance aesthetics and user engagement. I integrate cognitive features into immersive experiences using Azure Cloud Services allowing real-time interaction.

Toulouse, France
2019 - 2023

Researcher & Developper (PhD in HCI)
IRIT, Paul Sabatier University
I developed AR prototypes in Hololens 2 and conducted user studies to improve interaction. I led projects on AR layout optimization, collaborating with teams from different fields. I published research papers in top-tier conferences, presenting innovative approaches to user interface design and immersive environments.

Weimar, Germany
2018

DIY in HCI - Crafting Electronic Textiles (part time/ HiWi)
Digital Bauhaus Lab
I assisted in programming of Adafruit Feather devices for dancing costumes to remotely control RGB lights and vibration motors via body movement using accelerometer, gyroscope and OSC (Open Sound Control)

Tashkent, Uzbekistan
2016 - 2017

Engineer at Mechatronic Centre
Turin Polytechnic University in Tashkent
I developed extra-curricular study program for Raspberry Pi training course. I also delivered a prototype of remote controlled car using network connection with the help of Raspberry Pi, Arduino, sensors and actuators.

Tashkent, Uzbekistan
2015

Programmer (part time)
CTRL +
I assisted the software development projects based on Raspberry Pi and Arduino

Tashkent, Uzbekistan
2011-2013

IT specialist (part time)
Turin Polytechnic University in Tashkent
I was responsible for maintenance of university computers, office equipment and computer network. I also developed and updated university website and Info Desks.

INTERNSHIPS

Melbourne, Australia
2022

User-driven Constraints for Immersive Layouts Optimisation
Data Visualisation and Immersive Analytics Lab, Monash University
I made a research collaboration to develop a AR prototype using Hololens 2 and Unity and conducted a user study for gesture elicitation.

Toulouse, France
2019

Human-Computer Interaction and Computer Graphics
IRIT, Paul Sabatier University.
I developed a prototype and conducted users study for my Master Thesis on "Design and evaluation of non-rectangular user interfaces"

Gifu, Japan 2015	**Robotics Program** NIT Gifu College I developed autonomous robots using PIC microcontrollers, sensors and actuators
Tashkent, Uzbekistan 2013	**Web Developer** Gühring Tool Management Company I developed web-site and customer database

PUBLICATIONS

Hamburg, Germany 2023	**User-driven Constraints for Layout Optimisation in Augmented Reality** CHI Conference on Human Factors in Computing Systems Aziz Niyazov, Barrett Ens, Kadek Ananta Satriadi, Nicolas Mellado, Loïc Barthe, Tim Dwyer, Marcos Serrano
Łódź, Poland 2021	**Dynamic Decals: Pervasive Freeform Interfaces Using Constrained Deformable Graphical Elements** ISS Conference on Interactive Surfaces and Spaces Aziz Niyazov, Nicolas Mellado, Loïc Barthe, Marcos Serrano

RESEARCH PRESENTATION

Hamburg, Germany 2023	**CHI 2023** User-driven Constraints for Layout Optimisation in Augmented Reality
Hamburg, Germany 2023	**CHI 2023 Workshop on Future of Computational Approaches for Understanding & Adapting User Interfaces** Bringing Interactivity into Spatial Content Layout Optimisation
Online 2022	**CHI 2022 Workshop on Computational User Interfaces. (New Orleans, LA, USA)** Challenges and Opportunities of Content Optimisation for Freeform User Interfaces
Łódź, Poland 2021	**ISS 2021** Dynamic Decals: Pervasive Freeform Interfaces Using Constrained Deformable Graphical Elements
Weimar, Germany 2018	**"Care Robot" exhibition in Universal Design Conference** InfoSight - a concept to help people in healthcare.

TRAININGS

Toulouse, France 2021	**Universeh Startech** I gained fundamentals of entrepreneurship and delivered a final group project
Online 2021	**Introduction to Personal Branding** I took an online course from Coursera provided by University of Virginia
Online 2020	**Presentation Skills: Speechwriting and Storytelling** I accomplished an online course from Coursera provided by National Tomsk State University
Tashkent, Uzbekistan 2018	**JavaScript Course by Korean IT volunteers (KIV)** I learned JavaScript programming using NodeJS
Tashkent, Uzbekistan 2016	**Java and Android ICT Course by Korean IT volunteers (KIV)** I learned to develop GUIs for android using XML and Java
Tashkent, Uzbekistan 2013	**Vuforia - Augmented Reality** Training for mobile developers supported by Qualcomm
Tashkent, Uzbekistan 2012	**C Programing Course by Korean IT volunteers (KIV)** I boosted my C programming skills