

Contact

www.linkedin.com/in/hrvojebenko
(LinkedIn)
www.hrvojebenko.com (Personal)

Top Skills

Research
Leadership
Computer Science

Languages

English (Native or Bilingual)
Croatian (Native or Bilingual)

Publications

Mouse 2.0: Multi-Touch Meets the Mouse

Patents

Prediction-based Touch Contact Tracking
Disambiguating Intentional and Incidental Contact and Motion in Multi-Touch Pointing Devices

Hrvoje Benko

Director | Meta Reality Labs Research | University of Washington
Affiliate Professor | Ex-Microsoft Research | Wearables | Contextual AI & HCI | AR/VR | Haptics
Seattle, Washington, United States

Summary

Hrvoje Benko is a Director of Research Science at Meta Reality Labs Research where he is leading the research on novel interactions, devices and interfaces for Augmented and Virtual Reality. He is leading the efforts to invent the novel input and output wearable devices that enable people to be more expressive in AR/VR. He currently leads a multi-disciplinary organization that includes scientists and engineers with expertise in human computer interaction, computer vision, machine learning, AI, design, neuroscience and cognitive psychology. Benko is an expert in the field of Human-Computer Interaction (HCI) where has coauthored 80 scientific articles and 70 issued patents, and has been inducted into SIGCHI Academy. His research has been awarded 11 best paper awards or honorable mentions at the top HCI conferences and has received the ACM UIST Lasting Impact Award in 2022 for his co-authored work "OmniTouch: Wearable Multitouch Interaction Everywhere". He has been active in the organization of the ACM User Interface Systems and Technology conference, the premiere technical conference in HCI, serving as the program chair in 2012 and as the general chair in 2014. He sits on the editorial board of the TOCHI Journal, the premiere journal in the HCI field. Prior to his current role at Meta, he was a Principal Researcher at Microsoft Research. More detail can be found on his research website: <http://www.hrvojebenko.com/>

Experience

Meta

Director of Research Science
February 2020 - Present (5 years 4 months)
Redmond, Washington, United States

University of Washington

Petitioner Shenzhen Qianfengyi Intelligent Technology Co., Ltd.
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Affiliate Professor

March 2023 - Present (2 years 3 months)

Seattle, Washington, United States

Facebook

Research Science Manager - Facebook Reality Labs

November 2017 - February 2020 (2 years 4 months)

Redmond, WA

Leading a research agenda for new multi-modal interactions and input devices for Augmented Reality scenarios.

Microsoft

10 years 4 months

Principal Researcher

October 2017 - October 2017 (1 month)

Redmond, WA

Senior Researcher

September 2014 - September 2017 (3 years 1 month)

Greater Seattle Area

Researcher

July 2007 - September 2014 (7 years 3 months)

Working on projects that link the physical and virtual worlds spanning human-computer interaction, computer graphics, augmented reality and computer vision fields.

Microsoft Corporation

Summer Intern

June 2005 - August 2005 (3 months)

Worked with Andy Wilson in Adaptive Systems and Interaction group (Microsoft Research) on novel precise interaction techniques for multi-touch tabletop displays. Internship resulted in multiple patents and top rated publication at ACM CHI 2006.

Unisys Corporation

Summer Intern

June 2000 - August 2000 (3 months)

Worked on natural dialogue conversation systems for large call centers. Optimized dialogue flow resulting in reduction of overall call time across the target call center.

Merrill Lynch

Summer Intern

June 1999 - August 1999 (3 months)

Worked on IT support for the Foreign Exchange trading floor.

Education

Columbia University

Ph.D., Computer Science · (2003 - 2007)

Columbia University

M.S., Computer Science · (September 2001 - February 2003)

Lehigh University

B.S., Computer Engineering · (September 1997 - June 2001)

Wyoming Seminary

· (1995 - 1997)