

# h-index vs \$\$\$

Kartic Subr

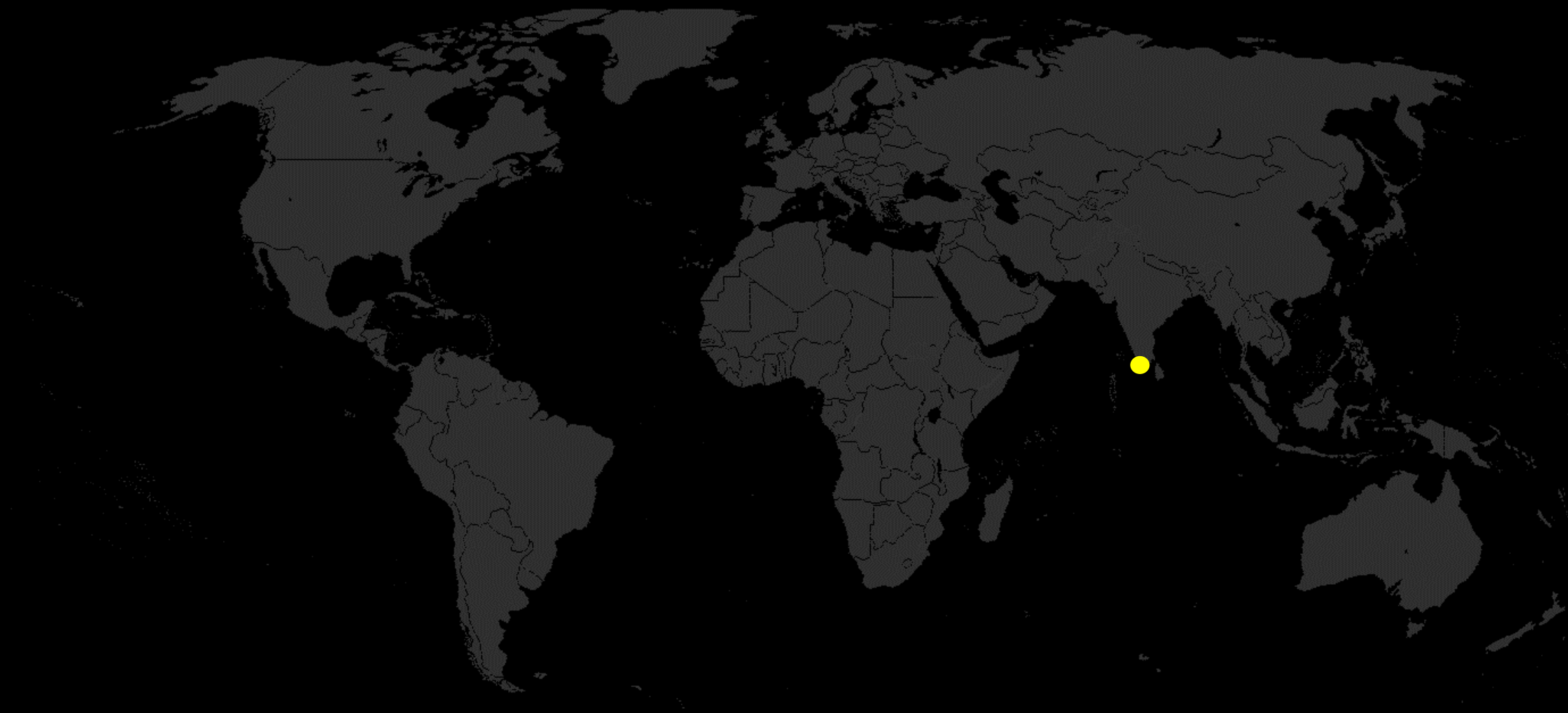
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I love sampling problems



# Sub-sampling strings!

Kartic Sthanusubramanian Sankaranarayanan

# Sampling the world!



UC  
Irvine

Rhythm & Hues  
Studios, LA



Columbia  
University, NY

Heriot Watt  
UCL



INRIA-Grenoble



Acquisition  
+ sensing

Heriot Watt



Disney Research

UCL

Image  
processing  
+  
interaction

INRIA-Grenoble

Image  
formation  
+ simulation

# Research vs development

- Personality dependent
- good researcher also requires good development skills
- good developer requires ninja dev skills

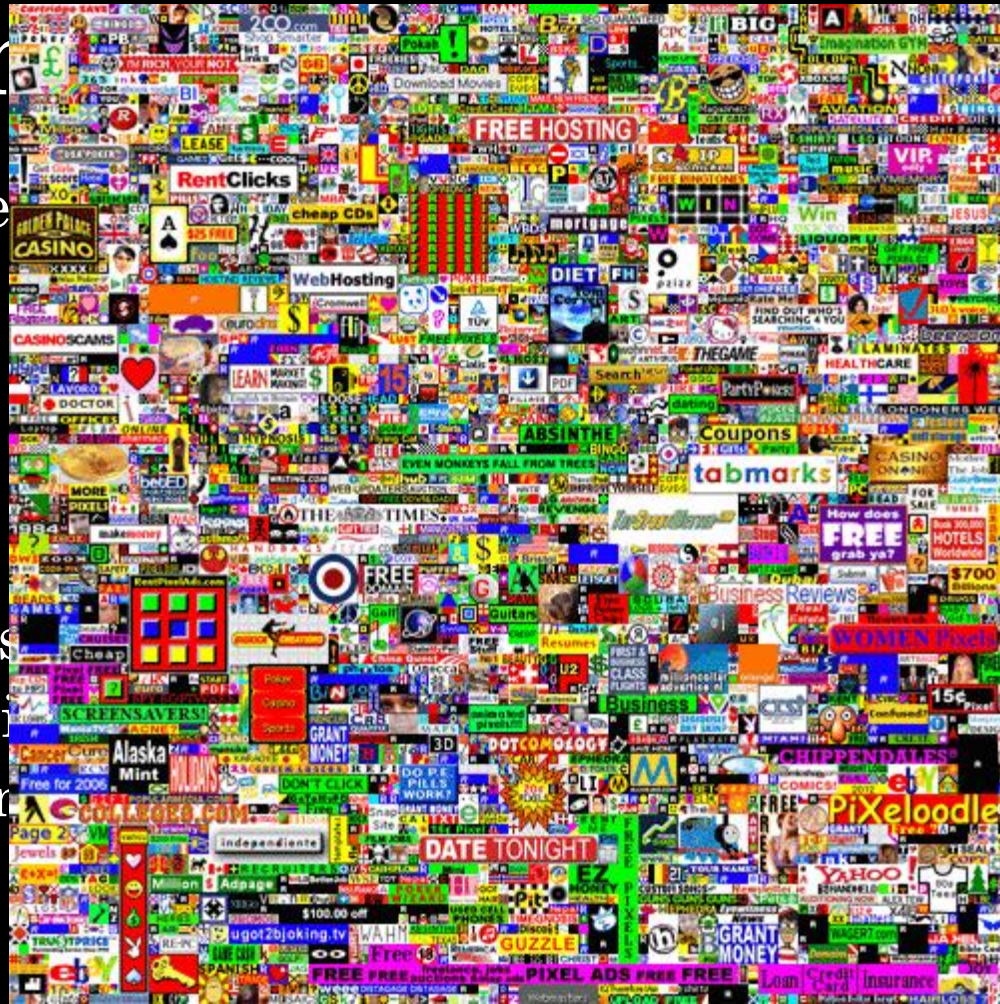
# Academic research vs industry R&D

- Similarities
  - convince somebody to pay for it
  
- Differences
  - impact criteria
  - impact time (Prof. Higgs or Alex Tew)
  - red-tape



# Academy

- Similarities
  - convince
- Differences
  - impact cr
  - impact tim
  - red-tape



# Industry R&D

Million-\$ homepage  
Alex Tew 2005  
\$1 per pixel, 1000x1000

# Academic research vs industry R&D

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# Secret to landing a “dream” job

- Apply!!
- Process
  - identify what they want
  - identify what you have to offer
  - highlight the intersection of the above
  - distinguish yourself from competition (consider subtlety)
  - prepare!!
- Ideally: build skills they would be foolish not to hire

# Royal Society URF



- ~40 (/~400) each year across sciences and engineering
- think big!
- distill your proposal
- remember they are funding you, more than proposal
  - use proposal to communicate your aspirations and expertise
- reviewers - probably not know anything about your area
- 2 phases
  - shortlist
  - interview (about 60-80)

# Important checklist



- apply
- optimism
- distillation of proposal
- gather as much feedback as possible on proposal
- avoid technical detail at expert level

# Proposal



- What is the problem?
- Why is it important?
- How you propose to solve it – high level summary
- Why haven't people solved it before?
- Why are you better-placed than others to solve it?
- Appeal to different personalities
  - some like writing
  - some like equations/maths/formalism
  - some like visual descriptions (good figures)

# The interview

- Total ~20 mins
- About 20 interviewers
- Start with 2-minute presentation (no slides)
- Maybe 2 will know generally about your area of research
- Mock interview – absolute must!
- Be
  - sharp, excited, passionate, knowledgeable, humble, sincere
  - Mock interview – absolute must!

# Conclusion

- no skills, no job
- being sociable helps
- apply, apply, apply
- be sincere and honest, but don't hesitate to flaunt
- every application is different! minimise reuse
- think from funders' perspectives
- don't expect reviewers to spend time on your application