



Tobias Geib M.Sc.

20.07.1994

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PUBLICATIONS

	CHI 2021, Everyday Objects for Volumetric 3D Sketching in Virtual Reality Workshop on Everyday Proxy Objects for Virtual Reality Geib, T., Feick, M. (2021), Everyday Objects for Volumetric 3D Sketching in Virtual Reality, Workshop on Everyday Proxy Objects for Virtual Reality at CHI '21, May 8–13, 2021, Yokohama, Japan ↗ http://epo4vr.dfk1.de	May 2021
	GI 2017, Automatic Guitar String Detection by String-Inverse Frequency Estimation Workshop: Musik trifft Informatik. Geib, T., Schmitt, M. Schuller, B., (2017). Automatic Guitar String Detection by String-Inverse Frequency Estimation. In: Eibl, M. Gaedke, M. (Hrsg.), INFORMATIK 2017. Gesellschaft für Informatik, Bonn. (S. 127-138) ↗ https://dl.gi.de/handle/20.500.12116/4102 ↗ pdf	Sep 2017

PROJECTS

	PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR <i>Master-Thesis</i> Researching new interaction-methodologies focused around haptic feedback in bimanual 3D modelling tasks in VR including the design and implementation of custom input-controllers.	Sep 2021 - April 2022
	BEATSPEDER <i>Unity VR</i> Development of a rhythm game for the Oculus Quest VR Headset in Unity as a 3 man team. Acting as project lead I provided and executed ideas about the direction of the game.	Nov 2019 - Feb 2020
	HARMONIC VISUALIZATION <i>Music Interface</i> In order to aid in the research process, I developed tools which allow musicologist to intuitively interact with harmonic changes in sheet music.	May 2018 - Aug 2018
	VR-INTERFACES <i>Mini-Project Series</i> Designing Solutions for a variety of VR and AR applications using an HTC Vive in Unity as part of a 3 man team.	Nov 2017 - Feb 2018
	STRING-INVERSE FREQUENCIES <i>Bachelor-Thesis</i> I researched and implemented novel approaches in the field of MIR (Music Information Retrieval) and published my results at the GI 2017 Conference.	April 2017 - Jul 2017
	PUTTUP <i>Minigolf Simulation</i> As part of a Software Engineering Seminar I worked in a 6 man team at conceiving and developing a sandbox minigolf game in Java Swing, including a fully customizable track-editor and simulated physics.	Okt 2015 - Feb 2016

EDUCATION



Keio University

SAARLAND UNIVERSITY

MSc. Media-Informatics

Okt 2017 - Present



KEIO UNIVERSITY TOKYO

Japanese Language Program

Okt 2018 - Jul 2019



UNIVERSITY OF PASSAU

BSc. Computer Science

Okt 2013 - Jul 2017

EXPERIENCE

CONCEPT ARTIST



Part-time 2D-Artist

2020 - 2021

I joined the team at capslabs for a now cancelled game project, in order to produce both concept art and in-game assets. I produced character designs, animated pixel art, and environmental concept art.

INTERNSHIP & STUDENT-ASSISTANT



Institution of Musicology

Jan 2018 - Sep 2020

In order to support the inter-disciplinary research in conjunction with the Erlangen University, I joined as an intern, developing novel approaches to computer-assisted musicological research.

STUDENT-ASSISTANT



Chair of Complex and Intelligent Systems

Okt 2016 - April 2017

iHearU-Play was a project for utilizing crowd-sourcing for annotating large audio-databases. I contributed by managing back and front-end.

PROGRAMMING & SOFTWARE

- Java
- C#
- Python
- Matlab
- HMTL & JS

- Photoshop
- Unity
- Fusion 360
- Gravity Sketch
- JetBrains

LANGUAGE SKILLS

	German	Native
	English	Fluent
	Japanese	Intermediate
	French	Basic Communication

SCHOLARSHIPS



JAPAN STUDENT SERVICES ORGANIZATION, Jasso-Scholarship

2018-2019

As part of my two-semester studies at Keio University, I received a scholarship by the Japan Student Services Organization.