Tobias **Geib M.Sc.**

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PUBLICATIONS

CHI 2021, *Everyday Objects for Volumetric 3D Sketching in Virtual Reality* May 2021

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.dfki.de

GI 2017, *Automatic Guitar String Detection by String-Inverse Frequency Estimation* Sep 2017

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

PROJECTS

PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR Sep 2021 - April 2022

Master-Thesis

Researching new interaction-methodologies focused around haptic feedback in bimanual 3D modelling tasks in VR including the design and implementation of custom input-controllers.

BEATSPEEDER Nov 2019 - Feb 2020

Unity VR

Development of a rhythm game for the Oculus Quest VR Headset in Unity as a team of 3. Acting as project lead I provided and executed ideas about the direction of the game.

HARMONIC VISUALIZATION May 2018 - Aug 2018

Music Interface

In order to aid in the research process, I developed tools which allow musicologist to intuitively interact with harmonic changes in sheet music.

VR-INTERFACES Nov 2017 - Feb 2018

Mini-Project Series

Designing Solutions for a variety of VR and AR applications using an HTC Vive in Unity as part of a team of 3.

STRING-INVERSE FREQUENCIES April 2017 - Jul 2017

Bachelor-Thesis

I researched and implemented novel approaches in the field of MIR (Music Information Retrieval) and published my results at the GI 2017 Conference.

PUTTUP Okt 2015 - Feb 2016

Minigolf Simulation

As part of a Software Engineering Seminar I worked in a team of 6 at concepting and developing a sandbox minigolf game in Java Swing, including a fully customizable track-editor and simulated physics.

EDUCATION

SAARLAND UNIVERSITY Okt 2017 - Present
MSc. Media-Informatics

KEIO UNIVERSITY TOKYO Okt 2018 - Jul 2019
Japanese Language Program

UNIVERSITY OF PASSAU Okt 2013 - Jul 2017
BSc. Computer Science

EXPERIENCE

CONCEPT ARTIST 2020 - 2021
Part-time 2D-Artist
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 Jan 2018 - Sep 2020
Institution of Musicology
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 Okt 2016 - April 2017
Chair of Complex and Intelligent Systems
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.