



# Tobias Geib M.Sc.

20.07.1994

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## PUBLICATIONS

	<b>CHI 2021, Everyday Objects for Volumetric 3D Sketching in Virtual Reality</b> <b>Workshop on Everyday Proxy Objects for Virtual Reality</b> 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 ↗ <a href="http://epo4vr.dfk1.de">http://epo4vr.dfk1.de</a>	May 2021
	<b>GI 2017, Automatic Guitar String Detection by String-Inverse Frequency Estimation</b> <b>Workshop: Musik trifft Informatik.</b> 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) ↗ <a href="https://dl.gi.de/handle/20.500.12116/4102">https://dl.gi.de/handle/20.500.12116/4102</a> ↗ <a href="#">pdf</a>	Sep 2017

## PROJECTS

	<b>PEN CONTROLLER FOR VOLUMETRIC 3D SKETCHING IN VR</b> <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
	<b>BEATSPEEDER</b> <i>Unity VR</i> Development of a rhythm game for the Oculus Quest VR Headset in Unity as a team2 of 3. Acting as project lead I provided and executed ideas about the direction of the game.	Nov 2019 - Feb 2020
	<b>HARMONIC VISUALIZATION</b> <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
	<b>VR-INTERFACES</b> <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
	<b>STRING-INVERSE FREQUENCIES</b> <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
	<b>PUTTUP</b> <i>Minigolf Simulation</i> As part of a Software Engineering Seminar I worked in a team of 6 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

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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

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## 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

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

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

# LANGUAGE SKILLS

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	German	Native
	English	Fluent
	Japanese	Intermediate
	French	Basic Communication

# SCHOLARSHIPS

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## 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.