

Malte Josten

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Work Experience

University of Duisburg-Essen (Duisburg, Germany)

2020/04 - today

Research Assistant, full-time

2023/06 - today

- [QuantumNRW] Conceptualizing new teaching concepts to introduce school and college students to quantum computing
- [QuantumNRW] Developed an augmented reality app for iOS devices using Unity and C#, and created 3D-models and animations of quantum computing processes and principles.
- [FooSH] Developed a Java Spring Boot Framework to connect arbitrary outcome-oriented (AI-driven) prediction models to an existing smart home system by providing necessary abstractions and a sophisticated REST API. This enables users to define goals (outcomes) instead of multiple instructions, to ultimately reach a desired smart home state.
- Continued work on the projects hKI-Chemie and Boarding

Research Assistant, part-time

2022/10 - 2023/05

- [hKI-Chemie] Developed a visualisation tool in form of a web application using JavaScript, HTML, and CSS to evaluate user behaviour during AI nudging studies
- [hKI-Chemie] Developed a cross-platform, AI-assisted web tool for route-planning of cargo wagons in an industrial rail park using a JavaScript/HTML frontend and Python backend
- [Boarding] Project management, development, and administration

Student & Scientific Assistant, part-time

2020/04 - 2022/09

- [AR-InGo] Developed an augmented reality app for iOS devices using Unity and C#, incorporating 3D-models of scientific instruments and experiments (at the nanometer level) created with Blender.
- Teaching and tutoring students in the courses Computer Architecture, Computer Networks and Communication Systems, Internet Technologies and Web Engineering, and Operating Systems.

Freelance Web Developer (North Rhine-Westphalia, Germany)

2021/12 - today

Freelancer

- Designing, deploying, and maintaining websites using the WordPress ecosystem

Japan Advanced Institute of Science and Technology (Nomi, Ishikawa, Japan)

2025/12 - 2025/12

Guest Researcher

- Collaborative efforts to develop an attack module to evaluate LLM safeguards against prompt injections.

Netto Marken-Discount (Mülheim an der Ruhr, Germany)

2017/10 - 2019/10

Temporary Retail Worker, part-time

Krankikom GmbH (Duisburg, Germany)

2015/01 - 2015/02

Internship, full-time

- Web design, project management and administration, and agile software development

Education

University of Duisburg-Essen (Duisburg, Germany)

2017/10 - today

PhD Student (Dr.-Ing.) at the chair for Distributed Systems

2024/01 - today

- Research areas: (Explainable) Security in Distributed Systems

Master of Science in Applied Computer Science

2021/04 - 2023/12

- Final Grade: 1.3 (German) / 3.7 (GPA) - with distinction
- Focus: Distributed, reliable systems
- Thesis: "FooSH: A Framework for outcome-oriented Smart Homes" - Grade: 1.0 (German, equivalent to 4.0 GPA)

Bachelor of Science in Applied Computer Science

2017/10 - 2021/03

- Final Grade: 1.6 (German) / 3.4 (GPA)
- Thesis: "Development of an augmented reality app for iOS devices to control IoT devices" - Grade: 1.0 (German, equivalent to 4.0 GPA)

Projects

EIN Quantum NRW

2024/01 - today

Developing a modern and digital education concept for school and university students to introduce them to the world of quantum computing.

Boarding: Automated Attendance Checks

2022/09 - today

Developing a GDPR and Common Criteria (EAL 4+) compliant cross-platform mobile application for automated attendance checks for university-related events, e.g., exams.

hKI-Chemie: Human-centered AI in the chemical industry

2022/06 - 2024/06

Researching and developing self-explainable AI solutions to:

- Optimize processes with the help of AI-based process parameter evaluation
- Support employees in identifying process problems at an early stage and selecting suitable solutions
- Optimize availability of machine-learned connections across shifts and personnel changes

AR-InGo: Augmented Reality for Engineering

2020/01 - 2022/04

Developed a modern and digital education concept for school and university students visiting the NanoSchoolLab. The concept provides easily comprehensible 3D models of complex scientific instruments and experiments (including SEM, STM, and solar cells), and uses gamification mechanics to encourage a playful learning experience.

Activities

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| Reviewer | International Conference on Intelligent Environments | 2025 |
| | International Conference on Pervasive Computing and Communications | 2025 |
| Web Chair | International Conference on Internet of Things | 2024 |
| Organiser | International Workshop on Negative Results in Pervasive Computing | 2026 |
| | International Workshop on Longevity and Sustainability of IoT Systems | 2025 |
| | International Workshop on Security and Privacy-Preserving AI/ML | 2025 |
| | International Workshop on Negative Results in Pervasive Computing | 2025 |
| | International Workshop on Longevity and Sustainability of IoT Systems | 2024 |
| | International Workshop on Negative Results in Pervasive Computing | 2024 |
| Member | WEF GlobalShapers @Düsseldorf Hub | 2025/08 - today |
| | IEEE CS SYP Micro Mentoring | 2024/09 - today |
| | Appointment Committee, W3 Professorship "Verification of Complex Systems" | 2024/10 - 2025/10 |
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Skills

Languages

- German (Native)
- English (Full professional proficiency)
- French (Elementary proficiency // B1, though quite some time ago)
- Mandarin (Elementary proficiency // HSK 1)