Robin Connor Schramm

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Public articles / docs:	https://github.com/SchrammR/Papers

Education

Since 09/2021

PhD Student: RheinMain University

Topic: Interactive Points-of-Interest in moving vehicles.

09/2019 – 09/2021

Master: Human-Centered Computing – Reutlingen University

Degree: Master of Science, grade: 1.3

Thesis at Fraunhofer IPA Stuttgart

Topic: Visual SLAM in non-stationary environments.

02/2016 – 08/2019

Bachelor: Computer Science and Media – Reutlingen University

Degree: Bachelor of Science, grade: 1.7

Thesis at Fraunhofer IAO Stuttgart

Topic: The effects of animation-fidelity for self avatars in VR

on self embodiment and immersion.

Career

Starting 10/2023

Lecturer for Scientific Writing – Reutlingen University

Since 10/2021

PhD Student – Mercedes-Benz Tech Motion GmbH

Topic: Interactive Points-of-Interest in moving vehicles.

03/2020 – 02/2021

Student Assistant – Reutlingen Research Institute

Topic of research: Transfer Learning

- Improving Unity Simulations
- Implementation of Deep learning methods in Pytorch

09/2019 – 02/2021

Tutor for Programming C and Python – Reutlingen University

08/2019 – 01/2020	**Student Assistant Collaborative VR – Fraunhofer IAO Stuttgart**
09/2018 – 02/2019	**Internship Java & Linux – Bizerba SE & Co. KG**

Skills

Languages:	German – native
	Englisch – fluent
Programming:	C#, C, Python
Tools:	Unity, 3ds Max, Adobe CC Suite, Gimp
Academia:	Scientific writing, empirical research, lecturing
Other:	Mixed Reality, in-car applications, Linux, Git