

Annalena Streichert

Stuttgart, Germany

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EDUCATION

Ludwig-Maximilians-University of Munich

Master of Science in Human-Computer-Interaction

Munich, Germany

Apr. 2020 – Jun. 2022

Relevant Coursework: Virtual & Augmented Reality, Machine Learning, Human-Computer-Interaction

The University of British Columbia

Master's Thesis

Vancouver, BC, Canada

Sep. 2021 – Apr. 2022

Thesis: "Investigating 3D Virtual Assembly Assistants That Point Into the Real World". Developed an avatar with pointing gestures for a fish tank virtual reality display in Unity and conducted a user study.

University of Stuttgart

Bachelor of Science in Computer Science

Stuttgart, Germany

Oct. 2016 – Mar. 2020

Relevant Coursework: Software Development, Data Structures & Algorithms, Computer Graphics, Artificial Intelligence

SKILLS

Programming Languages: Proficient in C#, Python, Java; Familiar with JavaScript, HTML/CSS

Software/Tools: Unity, Blender, Vuforia, Figma, Sketch

EXPERIENCE

BMW Group

Software Engineer / User Experience Intern

Oct. 2020 – Jun. 2021

Munich, Germany

- Developed a rapid prototyping application for multiple UX/UI design and software engineering teams allowing them to send their prototypes to the car to improve and speed up their prototyping process. Implemented using C# and Unity.
- Built a 3D driving simulator in Unity and enabled streaming contents from a real car into the virtual scene.
- Contributed to UX concepts and research for BMW's Intelligent Personal Assistant.

University of Stuttgart Visualization Research Center (VISUS)

Software Engineer / Research Assistant

Dec. 2019 – Mar. 2020

Stuttgart, Germany

- Implemented a Unity prototype for using haptic gloves to draw in virtual reality for the usage in future research studies.
- Authored and published my bachelor's thesis as a conference paper.

Mercedes-Benz AG

Software Engineer Intern

Oct. 2018 – Apr. 2019

Sindelfingen, Germany

- Developed an application for the analysis of map data using PostgreSQL and Python.
- Contributed to system development for automated driving.

PROJECTS

VR Coding Escape Room | C#, Unity, Steam VR, XR Interaction Toolkit

Apr. 2021 – Aug. 2021

- Built an escape room app for learning programming in virtual reality.

AR IoT Privacy Awareness App | C#, Unity, AR Foundations Framework

Apr. 2021 – Aug. 2021

- Implemented a mobile app to support privacy awareness of users by detecting IoT devices and visualizing their sensors in augmented reality.

In-Car Social VR App | C#, Unity

Apr. 2021 – Jul. 2021

- Developed a prototype for a social VR app in Unity, which allows passengers to experience a connected journey with others while driving.