






Benedikt Mayer

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Informatics student interested in human-computer interaction, machine learning, functional programming, data visualization and mixed reality.

Work Experience

- Since 09.2019 **Microsoft, Munich**, - Machine Learning Working Student
Technologies: C#, Azure Cloud, UWP, Microsoft HoloLens, JavaScript (Node.js)
Building Cloud Demos with Machine Learning for the Microsoft Technology Centre.
- 12.2018-05.2019 **Bundeswehr University, Munich**, – Research Assistant
Technologies: C#, Unity, Motive, Microsoft HoloLens, HTC Vive, Leap Motion
Thesis supervision on HCI topics, including VR/AR, eye-tracking, gesture interaction and machine learning.
- 10.2017-04.2018 **Intel Corporation, Munich**, – Software Engineering Intern
Technologies: JavaScript (jQuery), HTML5, CSS (Bootstrap), PHP, SQL, Linux (SUSE)
Design and implementation of a strategic planning web application. Developed new data visualisation and analysis sections in a RESTful service.
Transitioned the backend application to a modern, Linux-based architecture.
- 05.2017-08.2017 **Siemens AG, Munich**, – Software Development Working Student
Technologies: Java (Swing), MagicDraw, Thrift
Software development for model-based systems engineering. Collaborated with other departments to expand functionality and improve user experience.
- 09.2015-07.2016 **LMU, Munich**, – Research Assistant
Technologies: JavaScript (D3.js, AngularJS, Node.js), SQL, HTML5, CSS (Bootstrap)
Data visualisation, web development and HCI research for the Department of Media Informatics.
- 06.2014-09.2014 **“The Table”, Seoul**, – Work & Travel in South Korea
- 2012-2016 **Mayer’s Brauwerk, Oggersheim**, – Auxiliary

Education

- Since 10.2017 **LMU Munich** – Master of Science – Grade so far: 1.6
Informatics with focus on machine learning, functional software development and Human-Computer Interaction.
- 10.2016-03.2017 **Lancaster University, UK** – Bachelor thesis – Grade: 1.3
Technologies: C#, Unity, Linux (Mint), HTC Vive, Leap Motion
“Integrating Eye Gaze and Gestures into Virtual Reality”
- 10.2014-09.2017 **LMU Munich** – Bachelor of Science – Grade: 1.9
Media Informatics with applied subject Human-Computer Interaction.
- 08.2006-03.2014 **Carl-Bosch-Gymnasium Ludwigshafen** – High School – Grade: 2.0

Skills

Programming
Tools
Expertise
Interests

C#, JavaScript, Python, Java, Haskell
Git, Docker, Unity, Linux
AR/VR, Machine Learning, IoT
Visualizations, Security, Research, UX

Languages

German
English
French
Korean

Native speaker
Fluent
Basic knowledge
Basic knowledge

University Projects

- 02.2016-03.2016 **Data Visualization** – Lab Project
Technologies: Java (Processing)
In a practical course we developed a novel data visualisation application with real world data on food and beverage trade.
- 01.2016-03.2016 **Unite & Conquer** – Advanced functional programming
Technologies: Haskell (Yesod), SQL, HTML5, CSS
We wrote a persistent online strategy game written with Haskell. I worked on the backend game logic as well as the frontend interface with Yesod.
- 06.2018-08.2018 **Modern Radios** – Hardware interaction group project
Technologies: Python, C++ (Arduino), Raspberry Pi, Arduino, Linux (Raspbian)
As a team of two we developed, prototyped and built a radio device with modern features (NFC, E-Ink displays), referencing traditional radio designs.
- 06.2018-08.2018 **Robocode Learner** – Applied Reinforcement Learning
Technologies: Java (Swing), Teachingbox (RL-Framework)
Using Temporal Difference learning, we designed and implemented an AI which learns to win against enemy robots in the coding game Robocode.

[More on my portfolio](#)

Publications

- 2017 **Gaze + Pinch interaction in virtual reality**
Authors: Pfeuffer, K., Mayer, B., Mardanbegi, D., Gellersen, H.
SUI '17 Proceedings of the 5th Symposium on Spatial User Interaction, Pages 99-108
- 2019 **EyeSeeThrough: Unifying Tool Selection and Application in Virtual Environments**
Authors: Diako Mardanbegi, Ken Pfeuffer, Alexander Perzl, Benedikt Mayer, Shahram Jalaliniya, Hans Gellersen
The 26th IEEE Conference on Virtual Reality and 3D User Interfaces, 2019

Personal Interests

- Volunteering **Media Informatics student council** – Spokesperson 2016-2018
Active in organisation, planning and the teaching committee
- Astronomy exchange** – Award winner 2012-2013
"The South African sky above Germany"
- Music **Piano** – private lessons and in big bands
Viola – private lessons with success in state-wide competitions and as principal violist in orchestras
- Sports **Swimming, mountain biking, ju-jutsu**