
INTRODUCTION

I received a Ph.D. in the field of human-computer interaction at the Institute of Informatics, LMU Munich (Germany). My [research](#) explore design tradeoffs on intelligent human-in-the-loop systems and develops machine learning algorithms to support user decision-making processes. In context, I employ efficient and robust engineering practices to design and implement systems that deliver actual impact to real users.

EDUCATION**Ph.D. Media Informatics (Dr. rer. nat.)****Feb. 2019 – Apr. 2023**

LMU Munich

Munich, Germany

- **Thesis:** “*The Intelligence in the Loop: Empirical Explorations and Reflections*”, *Magna cum Laude*
- **Thesis Committee:** Prof. Dr.-Ing. [Andreas Butz](#) (Erstberichterstatter), Prof. Dr. [Eyke Hüllermeier](#) (Zweitberichterstatter), Prof. Dr.-Ing. [Marc Stamminger](#) (Drittberichterstatter).

Master Student Human-Computer Interaction (M.Sc.)**Oct. 2016 – Jan. 2019**

LMU Munich; overall grade: 1.63 (max. 1.0) between “Very Good” and “Good”

Munich, Germany

- **Thesis:** “*Understanding and Predicting Web Browsing Behavior*”
- **Advisors:** Dr. [Daniel Buschek](#), Dr. [Malin Eiband](#), Prof. Dr. [Heinrich Hußmann](#)

Master Student Software Engineering**Aug. 2016 – Sep. 2016**

University of Electronic Science and Technology of China

Chengdu, China

Bachelor Student Computer Science and Engineering (B.Eng.)**Sep. 2012 – Jul. 2016**

Southwest University for Nationalities; overall grade: 3.74 (max. 4.0), “Top 1” of 154 students

Chengdu, China

- **Thesis:** “*Designing Alternative Contact-free Control Modalities for Smart Watches*”
- **Advisor:** Prof. Dr. [Yaxi Chen](#)

University Entrance Exam**Sep. 2000 – Jul. 2012**

Overall grade: 512 (max. 750, first/second/third tiers: 520/451/357).

Huaihua, China

PROFESSIONAL EXPERIENCE**Software Development Engineer III (Senior)****Sep. 2022 – Present**[Sixt SE](#)

Munich Pullach, Germany

- **As engineer:** design and developing automated pricing system to support price decisions; making existing systems approx. 300x faster
- **Involved techniques:** Go; C++; Python; Kubernetes; Jenkins; Prometheus; Postgres; Redis; AWS; etc.

Research Associate**Apr. 2018 – Mar. 2023**

LMU Munich

Munich, Germany

- **As researcher:** research on human-in-the-loop machine learning 3D graphics systems
- **As teacher:** teach 12 classes (as lecturer/instructor/assistant/tutor), and supervising 20+ student theses and seminars
- **As developer:** develop a 3D mesh processing backend system in collaboration with industry partner [WAY digital solutions](#); develop, migrate, and maintain a 17 year-old [university CMS system](#), and a 13 year-old [collaborative system](#)

Backend Software Engineer (Remote)**Apr. 2018 – Jan. 2019**[LabEx Technology Ltd](#)

Munich, Germany

- **As team leader:** leading developments of an overseas product; established microservice based backend architecture; the product autoscales cloud instances (on AWS/AlibabaCloud) ranging from 20 to 200; the product user group grows from 5k+ to 30k+ during my incumbency.

- **As developer:** 1) developed a scalable remote desktop proxy (support WebSocket to VNC/RDP/SSH protocols) using Go; 2) developed an automated multi-cloud resource management microservice that abstracts cross cloud providers (supports AWS/AlibabaCloud over 15 cloud products, e.g., IAM/EC2/VPC/etc), scales and used by 10k+ users; 3) developed a kubernetes-like container and instance hybrid management service.
- **Involved techniques:** Frontend: Vue, jQuery, Webpack, Electron; Backend: Go, Cgo, Gin, Beego, gRPC, MySQL, MongoDB, Redis, Hypervisor, Nginx, Docker, Kubernetes, AWS, AlibabaCloud, etc

Fullstack Engineer (Freelance)

Nov. 2017 – Mar. 2018

Rocketlingo UG

Munich, Germany

- **As developer:** developed a voice bot to support novice language learner to improve their language skills by real-time voice recognition and synthesis (supports web and Amazon Alexa), optimize for audio streaming and multilingual fault tolerances using machine learning
- **Involved techniques:** TypeScript; WebSocket; Angular; Google Cloud STT and TTS; Sklearn; Voice Recognition; etc

Software Engineer (Intern)

Jun. 2016 – Sep. 2016

Shiyanlou

Chengdu, China

- **As developer:** developed a cross-platform desktop software using Electron; developed a recommendation system for E-learning recommendation; deployed and operates a logging system for internal data analysis
- **As content creator:** wrote more than 20+ professional educational materials regarding C++
- **Involved techniques:** C++; Python; MongoDB; Collaborate Filtering; Elasticsearch; Logstash; Kibana; Redis; Electron, etc.

OPEN SOURCE ACTIVITIES AND ORGANIZATIONS

I am enthusiastic about the open source movement and active in the Go community. A public [statistics](#) indicates that I have earned 20.8k+ stars, 14.9k+ total code commits, 20 contributed open source projects. A public contribution [ranking](#) indicates I am a **top-200 active user in Germany**. See github.com/changkun for more authored softwares (including frameworks/tools). Here lists a few selected activities and organizations:

- **Go (organization member):** an open sourced programming language developed by a team at Google, and have approx. [2 million developer users](#) in the globe. I am one of the official Go organization member (163 people in total), current maintainer of x/mobile repository, active contributor to language runtime and standard library.
- **fyne (organization member):** an open sourced cross platform GUI framework written in Go, and I am one of the organization member (12 people in total), mainly contributing to graphics and mobile drivers, performance improvements.
- **The golang.design Initiative (founder):** I created the organization. The organization currently hosts 25 software projects and 6 core members. The organization website have 465k+ page views and 66k+ historical viewers in total since Sep 2020.
- **The TalkGo community (organization member):** I am a core member of the organization. The community organizes weekly public tech talks, currently have [6.35k+ subscribers](#), organized 132 public talks. I contributed 7 talks, and they are one of the most viewed talks.
- **Occasional contributions:** [Tensorflow](#) (164+ stars), [etcd](#) (39.6k+ stars), etc.

EXPERTISE AND SKILLS

Expertise is context- and comparison-dependent. Here states the years of experience in terms of use, also indicates an estimation of the level of expertise (either *intermediate*, *experienced*, or *expert*):

- **Domain:** *Computer graphics* (3D rendering and geometry processing, 3 years of Bachelors level teaching at university, 2 years of Masters level teaching, Blender/OpenGL/Metal/three.js, *experienced*); *Machine learning* (1 year of Masters level teaching at university, Andrew Ng's Deep Learning Specialization Certificate (ID: [QGH8ZVJ6J2L2](#)), Sklearn/Tensorflow/PyTorch/etc, *experienced*); *Data analysis* (3 years of PhD research, numpy/seaborn/pandas/etc., *experienced*); *Web development* (2 years of industrial backend engineering, Go/React/etc., *experienced*).
- **Language:** Go (5 years+, *expert*); Python (4+ years, *experienced*); JavaScript/TypeScript (5+ years, *experienced*); C/C++ (2+ years, *intermediate*); \LaTeX (10+ years, *intermediate*). I speak native Mandarin; fluent professional English; elementary German.

SCHOLARSHIPS AND AWARDS

ACM SIGCHI Gary Marsden Travel Awards <i>Full Travel Support</i>	Jan. 2023
ACM Symposium on Virtual Reality Software and Technology <i>Best Paper Award</i>	Nov. 2022
ACM SIGCHI Mensch und Computer <i>Honorable Mention Award</i>	Sep. 2022
ACM SIGCHI Special Recognitions (CHI '20) <i>Outstanding Reviews</i>	Nov. 2019
Siemens AILab Hackathon <i>2nd Winner</i>	Nov. 2017 <i>Munich, Germany</i>
China National Scholarship <i>University of Electronic Science and Technology of China</i>	Sep. 2016 <i>Chengdu, China</i>
Excellent Bachelor Thesis Award <i>Southwest University for Nationalities</i>	Jun. 2016 <i>Chengdu, China</i>
Best University Graduates Award <i>Sichuan Province</i>	Jan. 2016 <i>Chengdu, China</i>
Outstanding Student Scholarship <i>Southwest University for Nationalities</i>	Nov. 2015 <i>Chengdu, China</i>
Annual Excellent Student Innovative Project <i>Southwest University for Nationalities</i>	Jun. 2015 <i>Chengdu, China</i>
Sichuan Province Computer Production Competition <i>2nd Award</i>	May 2015 <i>Chengdu, China</i>
China National Scholarship <i>Southwest University for Nationalities</i>	Sep. 2014 <i>Chengdu, China</i>
Meritorious Winner in American Mathematical Contest in Modeling (MCM' 14) <i>Southwest University for Nationalities</i>	Apr. 2014 <i>Chengdu, China</i>

PUBLICATIONS

Articles

- **Changkun Ou**, Sven Mayer, Daniel Buschek, Andreas Butz. 2024. *Rethinking Opinion Measurement Interfaces for Human-in-the-Loop Optimization*. In ACM Transactions on Computer-Human Interaction. ACM, New York, NY, USA, 28 pages. SUBMITTED.
- Yaxi Chen, **Changkun Ou**. 2016. *Combining Touch Biometrics and Motion Sensors for Hand Posture Recognition and User Authentication System*. In Journal of Southwest University for Nationalities (Nature Science Edition). 7 pages. <https://doi.org/10.11920/xnmdzk.2016.04.011>
- Yaxi Chen, **Changkun Ou**, Zhaoyang Guo. 2014. *Space interactions based on monocular vision and simple gestures*. In Journal of Southwest University for Nationalities (Natural Science Edition). 6 pages. <https://doi.org/10.3969/j.issn.1003-4271.2014.06.13>

Proceedings

- **Changkun Ou**, Sven Mayer, Andreas Butz. 2023. *The Impact of Expertise in the Loop for Exploring Machine Rationality*. In 28th International Conference on Intelligent User Interfaces (IUI '23), March 27-31, 2023, Sydney, NSW, Australia. ACM, New York, NY, USA, 15 pages. <https://doi.org/10.1145/3581641.3584040>
- Francesco Chiossi, Luke Haliburton, **Changkun Ou**, Andreas Butz, Albrecht Schmidt. 2023. *Short-Form Videos Degrade Our Capacity to Retain Intentions: Effect of Context Switching On Prospective Memory*. In the 2023 ACM Conference on Human-Computer Interaction (CHI'23). ACM, New York, NY, USA, 14 pages. <https://doi.org/10.1145/3544548.3580778>

- Dennis Dietz, Carl Oechsner, **Changkun Ou**, Francesco Chiossi, Fabio Sarto, Sven Mayer, Andreas Butz. 2022. *Walk This Beam: Impact of Different Balance Assistance Strategies and Height Exposure on Performance and Physiological Arousal in VR*. In 28th ACM Symposium on Virtual Reality Software and Technology (VRST '22). ACM, New York, NY, USA, Article 32, 12 pages. 🏆 **Best Paper Award**. <https://doi.org/10.1145/3562939.3567818>
- **Changkun Ou**, Daniel Buschek, Sven Mayer, Andreas Butz. 2022. *The Human in the Infinite Loop: A Case Study on Revealing and Explaining Human-AI Interaction Loop Failures*. In Mensch und Computer 2022 (MuC'22). ACM, New York, NY, USA, 11 pages. 🏆 **Honorable Mention Award**. <https://doi.org/10.1145/3543758.3543761>
- **Changkun Ou**, Daniel Buschek, Malin Eiband, Andreas Butz. 2021. *Modeling Web Browsing Behavior across Tabs and Websites with Tracking and Prediction on the Client Side*. arXiv preprint. 10 pages. <https://arxiv.org/abs/2103.04694>.
- Kai Holländer, Luca Schellenberg, **Changkun Ou**, and Andreas Butz. 2020. *All Fun and Games: Obtaining Critical Pedestrian Behavior Data from an Online Simulation*. In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20). ACM, New York, NY, USA, 9 pages. <https://doi.org/10.1145/3334480.3382797>
- **Changkun Ou**, Yifei Zhan, Yaxi Chen. 2019. *Identifying Malicious Players in GWAP-based Disaster Monitoring Crowdsourcing System*. In the 2nd International Conference on Artificial Intelligence and Big Data (ICAIBD). IEEE. New York, NY, USA, 10 pages. 🏆 **Best Paper Award**. <https://doi.org/10.1109/ICAIBD.2019.8836972>

Books

- **Changkun Ou**. 2023. *The Elements of Go: Under the Hood*. To appear in Posts & Telecom Press. <https://golang.design/under-the-hood/>
- Quancheng Rao, **Changkun Ou**. 2022. *The Handbook of Go Programming Interviews*. China Machine Press. ISBN: 9787111702429. <https://golang.design/go-questions>
- **Changkun Ou**. 2021. *Modern C++ Tutorial: C++11/14/17/20 On the Fly*. In GitHub. 89 pages. <https://changkun.de/modern-cpp>

Technical Reports

- **Changkun Ou**. 2021. *(Generic) Functional Options Pattern*. In the golang.design Research. 10 pages. <https://golang.design/research/generic-option.pdf>
- **Changkun Ou**. 2021. *The Ultimate Channel Abstraction*. In the golang.design Research. 14 pages. <https://golang.design/research/ultimate-channel.pdf>
- **Changkun Ou**. 2021. *A Concurrent-safe Centralized Pointer Managing Facility*. In the golang.design Research. 14 pages. <https://golang.design/research/cgo-handle.pdf>
- **Changkun Ou**. 2021. *Scheduling Function Calls with Zero Allocation*. In the golang.design Research. 17 pages. <https://golang.design/research/zero-alloc-call-sched.pdf>
- **Changkun Ou**. 2020. *Pointers Might Not be Ideal as Arguments*. In the golang.design Research. 10 pages. <https://golang.design/research/pointer-params.pdf>
- **Changkun Ou**. 2020. *Eliminating A Source of Measurement Errors in Benchmarks*. In the golang.design Research. 10 pages. <https://golang.design/research/bench-time.pdf>

Miscellaneous

- Julius Girbig, **Changkun Ou**, and Sylvia Rothe. 2022. *Generative 3D Animation Pipelines: Automating Facial Retargeting Workflows*. In Workshop on “AI-Generated Characters: Putting Deepfakes to Good Use” of CHI '22: ACM CHI Conference on Human Factors in Computing Systems. New Orleans, LA, USA, 4 pages. <https://changkun.de/paper/deepfake.pdf>
- Jingyi Li, **Changkun Ou**, Yong Ma. 2019. *Cultivation and Incentivization of HCI Research and Community in China: Taxonomy and Social Endorsements*. In Workshop on “HCI in China: Research Agenda, Education Curriculum, Industry Partnership, and Communities Building” of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Glasgow, UK, 7 pages. <https://changkun.de/paper/china.pdf>
- **Changkun Ou**. 2018. *An Introduction to Recent Mobile Affective Inference Techniques: Methods, Applications and Challenges*. In Advanced Seminar Media Computer Science, LMU Munich. 9 pages. <https://changkun.de/paper/emotions.pdf>
- Matthias Geiger, **Changkun Ou**, Cedric Quintes. 2017. *WatchOut: A Road Safety Extension for Pedestrians on a Public Windshield Display*. arXiv preprint. 5 pages. <https://arxiv.org/abs/1905.05390>
- **Changkun Ou**, Mu Huang, Mengxin Shi, Jiang Cheng. 2014. *A Study in Keep-Right-Except-To-Pass Rule*. In the Mathematical Contest in Modeling. 35 pages. 🏆 **Meritorious Winner** <https://changkun.de/paper/keepright.pdf>

Presentations

- Changkun Ou. 2022. *The Decision Maker's Dilemma: or how I stopped struggling with possible choices*. LMU Munich Internal Doctoral Colloquium. Chiemsee, Germany. <https://changkun.de/talk/dilemma.pdf>
- Changkun Ou. 2022. *Generics in Go 1.18*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/generics118.pdf>
- Changkun Ou. 2022. *What is A Rational Community Discussion?* The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/rational.pdf>
- Changkun Ou. 2021. *Can we compute the free-will?* LMU Munich Internal Doctoral Colloquium. Venice, Italy. <https://changkun.de/talk/polyred6fold.pdf>
- Changkun Ou. 2021. *Delicate Dance: Preferences in Interactive Meshing*. LMU Munich Internal Doctoral Colloquium. Virtual Event. <https://changkun.de/talk/polyred5star.pdf>
- Changkun Ou. 2020. *A Future of Polygon Reduction*. LMU Munich Internal Doctoral Colloquium. Venice, Italy. <https://changkun.de/talk/polyred4us.pdf>
- Changkun Ou. 2020. *Reliable Benchmarking*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/gobench.pdf>
- Changkun Ou. 2020. *Go 2 Generics? A (P)review*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/go2generics.pdf>
- Changkun Ou. 2020. *A Study on Go Timer Implementation*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/timer.pdf>
- Changkun Ou. 2019. *Technological Outlook*. Lecture Online Multimedia. Munich. <https://changkun.de/talk/omm9.pdf>
- Changkun Ou. 2019. *Understanding Communicating Sequential Processes*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/csp.pdf>
- Changkun Ou. 2019. *Simplicity is complicated: On the balance of performance and knobs*. LMU Munich Internal Doctoral Colloquium. Vienna, Austria. <https://changkun.de/talk/polyred2what.pdf>
- Changkun Ou. 2019. *Real-world Go Concurrency Bugs*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/bug.pdf>
- Changkun Ou. 2019. *Internals of Channel and Select in Go*. The TalkGo Meetup. Virtual Event. <https://changkun.de/talk/channel.pdf>
- Changkun Ou. 2019. *Identifying Malicious Players in GWAP-based Disaster Monitoring Crowdsourcing System*. ICAIBD. Chengdu, China. <https://changkun.de/talk/gwap.pdf>
- Changkun Ou. 2019. *A Glimpse to the Advances of Mesh Representation Learning*. Internal Doctoral Colloquium Spring. Bernried, Germany. <https://changkun.de/talk/polyred1step.pdf>
- Changkun Ou. 2019. *Understanding and Predicting User Browsing Behavior*. Masters Defence Presentation. Munich, Germany. <https://changkun.de/talk/master.pdf>
- Changkun Ou. 2018. *On the development of Quantified UX Metric*. Design Workshop II, LMU Munich. Munich, Germany <https://changkun.de/talk/qux.pdf>
- Changkun Ou. 2018. *Capsule Network with Routing Mechanism*. Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. <https://changkun.de/talk/capsnet1.pdf>, <https://changkun.de/talk/capsnet2.pdf>
- Changkun Ou. 2018. *Understanding Generalization in Deep Learning*. Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. <https://changkun.de/talk/generalization.pdf>
- Hermann Redich, Patrick Börzel, Isabella Galter, Collin Leiber, Changkun Ou. 2018. *Convolutional Neural Networks from Zero to Hero*. Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. <https://changkun.de/talk/cnn.pdf>
- Changkun Ou. 2016. *Mathematical Modeling Tutorial*. TouTube. Virtual Events. <https://changkun.de/s/playlist/math-modeling>

Theses

- **Changkun Ou**. 2023. *The Intelligence in the Loop: Empirical Explorations and Reflections*. To appear in the Institute of Computer Science. LMU Munich. 151 pages. **Ph.D. Thesis**.
- **Changkun Ou**. 2019. *Understanding and Predicting Web Browsing Behavior*. In the Institute of Computer Science. LMU Munich. 70 pages. **Master Thesis. Sehr gut (1,0)**. <https://changkun.de/thesis/master.pdf>
- **Changkun Ou**. 2016. *Designing Alternative Contact-free Control Modalities for Smart Watches*. In the Institute of Computer Science and Engineering. Southwest University of Nationalities. 47 pages. **Bachelor Thesis. ☞ Excellent Bachelor Thesis**. <https://changkun.de/thesis/bachelor.pdf>

TEACHING EXPERIENCE

Lecture Computer Graphics	2020/2021/2022
<i>As teaching assistant and instructor at LMU Munich. For B.Sc. students, approx. 200 students each year.</i>	<i>Summer</i>
<i>Authored materials: https://changkun.de/s/teach/cg</i>	
Practical Geometry Processing	2020/2021
<i>As lecturer and instructor at LMU Munich. For M.Sc. students, 6 students each year.</i>	<i>Winter</i>
<i>Authored materials: https://changkun.de/s/teach/gp</i>	
Lecture Information Visualization	2021
<i>As teaching assistant at LMU Munich. For M.Sc. students, approx. 100 students.</i>	<i>Winter</i>
<i>Authored materials: https://changkun.de/s/teach/iv</i>	
Lecture Online Multimedia	2019
<i>As teaching assistant and guest speaker at LMU Munich. For M.Sc. students, approx. 180 students.</i>	<i>Winter</i>
<i>Authored materials: https://changkun.de/s/teach/omm</i>	
Seminar Advances in Computer Graphics	2019
<i>As event organizer and supervisor at LMU Munich. For M.Sc. students, 6 students.</i>	<i>Winter</i>
Seminar Advanced Media Informatics	2019/2021
<i>As supervisor at LMU Munich</i>	<i>Summer/Winter</i>
Lecture Deep Learning and Artificial Intelligence	2018
<i>As student tutor at LMU Munich.</i>	<i>Winter</i>
<i>Authored manuscripts: https://changkun.de/s/teach/dl</i>	
Lecture Machine Learning	2018
<i>As student tutor at LMU Munich.</i>	<i>Summer</i>
<i>Authored manuscripts: https://changkun.de/s/teach/ml</i>	
Lecture Human-computer Interaction	2015
<i>As student tutor at Southwest University for Nationalities.</i>	<i>Summer</i>
Theses/Seminars Supervision	2020/2021/2022
<i>As supervisor</i>	
<ul style="list-style-type: none"> ◦ Bachelor Thesis: 2022. Shiyi Gou. <i>Exploring, Assisting, and Improving Human Rationality using Computational Approaches.</i> ◦ Master Thesis: 2022. Johannes Merkt. <i>Procedural Modeling with Nodes.</i> ◦ Master Thesis: 2022. Kehong Deng. <i>High Dimensional Trajectory Data Interpretation and Visualization.</i> ◦ Bachelor Thesis: 2022. Nicolas Mogicato. <i>On-the-fly Mesh Streaming.</i> ◦ Bachelor Thesis: 2022. Benjamin Sühling. <i>Mesh Repairing using Deep Networks.</i> ◦ Bachelor Thesis: 2022. Zihan Kong. <i>Real Time Ray Tracing using Generative AI.</i> ◦ Bachelor Thesis: 2022. Gerhard van Nooy. <i>PAppearance-preserving Mesh Processing in Hierarchical Networks.</i> ◦ Master Thesis: 2021. Kevin Nsieyanji. <i>Scheduling, Profiling and Optimizing Hybrid Renderer.</i> ◦ Bachelor Thesis: 2021. Feng Chen. <i>Exploiting Human Preferences with Reinforcement Learning Approaches.</i> ◦ Master Seminar: 2021. Darina Cvetanova. <i>Recent Advances in Neural Rendering for 3D Applications.</i> ◦ Bachelor Thesis: 2021. Julius Girbig. <i>Automated Facial Rig Registration for Motion Capture.</i> Cosupervision: Prof. Dr. Sylvia Rothe. ◦ Bachelor Thesis: 2021. Oliver Möller. <i>Web User Interface Optimization from Preferential Ratings.</i> ◦ Bachelor Thesis: 2021. Christian Schmidt. <i>Progressive BVH Refinement in Interactive Ray Tracing.</i> ◦ Master Thesis: 2021. Elena Liebl. <i>Evaluating Human Expertise in 3D Model Simplification.</i> ◦ Master Thesis: 2021. Samuel Eiler. <i>Meshless Neural Rendering.</i> ◦ Master Seminar: 2020. Maksimilians Verbickis <i>Understanding and Evaluating Human Preferences in 3D Modeling.</i> ◦ Master Seminar: 2020. David Dodel, Ofek Lewinsohn. <i>Geometric Processing in Learning.</i> Cosupervision: Dennis Dietz. ◦ Master Seminar: 2020. Felix Dietz, Daniel Neumann. <i>Reinforcement Learning in Physics-based Simulation.</i> Cosupervision: Dennis Dietz. ◦ Master Seminar: 2020. Cecilia Thümmmler. <i>Human Perception and Preference in 3D Modelling.</i> 	

OTHER ACTIVITIES

Assocaite Chair (Computational Interaction) <i>The ACM CHI Conference on Human Factors in Computing Systems</i>	CHI '24
Reviewing <i>The ACM CHI Conference on Human Factors in Computing Systems</i>	CHI '20 - CHI'23
Reviewing <i>The ACM International Conference on Mobile Human-Computer Interaction</i>	MobileHCI' 2023
Reviewing <i>The ACM International Conference on Multimodal Interaction</i>	ICMI' 2022
Reviewing <i>Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies</i>	IMWUT' 2022
Reviewing <i>IFIP TC13 International Conference on Human-Computer Interaction</i>	INTERACT' 2021
Student volunteer <i>The ACM CHI Conference on Human Factors in Computing Systems</i>	2020
Student volunteer <i>Conference Smart Graphics 2015</i>	Aug. 2015