CHRISTOF SCHWARZENBERGER

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Wilderich - Lang - Straße 10 · 80634 München

EDUCATION

M.Sc. in Computer Science and Media   09.2021 - 03.2023
Hochschule der Medien · grade point average: 1,2   Stuttgart
 · User Experience Design, Virtual Reality, Machine Learning

B.Sc. in Mobile Media   03.2018 - 08.2021
Hochschule der Medien · final grade: 1,5   Stuttgart
 · Software / App Development, Usability Engineering, UX/UI Design

B.A. in Teaching   10.2016 - 02.2018
University of Stuttgart · not completed   Stuttgart

SKILLS

Programming   C# · Java · Dart · Swift · JavaScript · HTML · CSS · VBA

Tools   Unity · Figma · Blender · Adobe XD · XCode · Android Studio · Balsamiq

Soft Skills   voluntary metoring for freshmen · support for study info day

EXPERIENCE

User Experience Researcher   09.2022 - today
Mercedes-Benz Group · Master Thesis   Sindelfingen
 · conducted expert interviews and a quantitative long-term user study
 · developed an UX strategy and an UI prototype for sustainable charging services
 · analysed users' mental models about electricity and sustainability

User Experience Designer & Virtual Reality Developer   09.2021 - 08.2022
Mercedes-Benz Group · Working Student   Böblingen
 · implemented a VR prototype in Unity for in-car entertainment while driving
 · developed new UI and UX concepts for VR experiences in Unity and Figma
 · conducted qualitative and quantitative user studies

User Experience Designer   10.2021 - 02.2022
Mercedes-Benz x HdM Stuttgart · Research Cooperation   Stuttgart
 · developed new interaction concepts for immersive car entertainment
 · conducted a qualitative user study

Virtual Reality and User Experience Researcher   05.2021 - 08.2021
Mercedes-Benz Group · Bachelor Thesis   Böblingen
 · investigated information and interaction needs for passengers in VR
 · implemented a VR concept in Unity
 · conducted a user study to evaluate the UX

Product Manager and User Interface Designer   03.2020 - 09.2020
Mercedes-Benz Group · Intern   Stuttgart
 · developed software with VBA to automate recurring tasks
 · created 2D prototypes in Adobe XD for new features of the Mercedes me Adapter app