Jonas S. Steinbach

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Professional Summary Computer Science expert and researcher, with a knack for education, user experience, visual design and creative conception.

Professional Experience

Doctoral Candidate and Research Fellow

UGent, Gent, Belgium | May 2022 - Present

- Researched privacy and data flow in personal data spaces
- Published at international top conferences (ESWC, ...)
- Collaborated with international partners, such as Microsoft, Imec, Inrupt, ...
- Organized and taught Big Data Science and Knowledge Graph courses

Student Worker | App Development & IT

UDATA GmbH, Neustadt a. d. W., Germany | June 2016 - Jan 2020

- Developed serious games and learning apps to teach about the environment
- Exhibited at Gamescom and IGA Berlin 2017
- Responsible for the in-house IT, including websites, servers, accounts

Education

Master of Mobile Computing (MSc)

HS Worms, Worms, Germany | Graduated June 2021 | Thesis 1,0 | Best thesis and diploma award

Skills

- Scientific Research successfully published papers at international top conferences
- Teaching, Education planning, assisting and executing university courses
- IT, Computer Science and Privacy Expertise Data Spaces, Semantic Web, Solid, EU Data Privacy Regulations, Data Governance Act, ...
- IT Admin Linux, Windows, Synology
- App-, Web-, Game- and Linux-Development Git, HTML, CSS, JS/TS, Astro, React, Tailwind, JSON, WordPress, Android, Java, Kotlin, C#, Lua, Unity3D, Phaser, Unreal, Godot, AI, Nix, Bash, Python, elisp, Lua, SQL, Turtle, RDF, ODRL, SPARQL, SSH, Data Analytics, ...
- Project Management, Organization Scrum, Jira, Confluence
- Content Creation, Ideation Mindmapping, Brainstorming, ...
- UX/UI Design Adobe XD, Figma, Penpot, Krita, GIMP, ...
- Office Word, Excel, PowerPoint, Outlook, ...
- Spoken Languages German, English, Dutch (+French, Turkish)