JONAS OPPENLAENDER March 19, 2023

Postdoctoral Researcher, Faculty of Information Technology

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University of Jyväskylä, Finland

www.jonaso.de github.com/joetm

Research projects: <u>jonaso.de/projects</u> Artworks: <u>jonaso.de/artworks</u> Web development: <u>jonaso.de/portfolio</u>

Skills

Research:

- Data analysis: Quantitative analysis (Python/R/Excel) and qualitative methods (thematic analysis)
- User experience research: Planned, designed, and executed user studies (laboratory experiments, interview studies) and randomized controlled trials
- Idea implementation: Designed, developed, and evaluated web-based and cross-device applications

Management:

- Supervision: Supervised and mentored research assistants and students (Bachelor/Master)
- Recruitment: Interviewed new team members (Postdocs, PhDs, research assistants)

COMMUNICATION:

- Collaboration: Collaborated with colleagues and external research partners to achieve new breakthroughs in research and innovation
- Relationship building: Established collaborations with leading universities and professors
- Public speaking: Presented at international conferences
- **Teaching:** Teaching HCI to classes of ≈ 150 students

Organizational:

- Time management: Self-dependently planned and conducted research projects under multiple deadlines
- Event planning: Organised events and workshops (CHI workshops, summer school, scientific conference)

Education

Oct 2021 **Doctor of Science (Tech.)**, Computer Science (distinction)

University of Oulu, Finland

Nov 2015 Master of Science, Computer Science (distinction)

University of Southampton, United Kingdom

Aug 2013 Certificate in Business Analysis

School of Continuing Studies, University of Toronto, Canada

Mar 2011 **Diplom-Wirtschaftsingenieur**, Industrial Engineering

TU Darmstadt, Germany

Research and Teaching Experience

Feb 2022 – Present Postdoctoral Researcher

University of Jyväskylä, Finland

Apr 2021 – Aug 2021 Senior Researcher/PostDoc FIZ Karlsruhe/Karlsruhe Institute of Technology, Germany Ontology engineer in NFDI initiative: Design, implement, and manage the NFDI4Culture knowledge graph

May 2018 – Apr 2021 **Doctoral Researcher**

Center for Ubiquitous Computing, University of Oulu, Finland

- Investigated creative work on non-creative crowdsourcing platforms with a value-sensitive approach
- Designed, implemented, and evaluated crowd feedback systems and creativity support tools
- Teaching Human-Computer Interaction (≈150 students) and Social Computing (20 65 students)

Aug 2016 – Apr 2018 Researcher

Human-Centered Computing, Freie Universität Berlin, Germany

- $\ \ Designed \ and \ developed \ socio-technical \ systems \ and \ crowdsourcing \ work \ flows \ for \ facilitating \ knowledge \ transfer$
- Supervision of bachelor and master students

Aug 2016 – Mar 2017 Researcher

Cluster of Excellence "Image Knowledge Gestaltung", Berlin, Germany

Work Experience in Industry –

May 2016 – July 2016 Web Developer (Full-Stack)

 $Liip\ AG,\ Bern,\ Switzerland$

Full-stack development of web applications in an agile Scrum team

Oct 2015 – Apr 2016 **Developer** (Full-Stack)

Seme4 Ltd., Southampton, United Kingdom

Developed SkillsPlanner.net linked data platform and CKAN tool suite advancing fair and open data

Aug 2013 – July 2014 Business Analyst

Alstom IS&T, Paris, France

Maintained IT service catalogue, designed user-facing IT services, conducted price analysis

June 2011 – Mar 2012 Strategy Analyst Trainee

Alstom Power, Baden, Switzerland

Ad-hoc support for strategic management

Aug 2008 – Jan 2013 Full-Stack Web Developer (Freelance)

Darmstadt, Germany

Conceived, built, and maintained several web applications, including an online community with over 228,000 members)

Scholarships and Grants -

Nokia Foundation Scholarship (2020 and 2019), Wihuri Foundation Grant (2020), Takasen Foundation Scholarship (2020), Finnish Foundation for Technology Grant (2020), Tauno Tönning Foundation Grant (2020), University of Oulu UniOGS grants (2019 and 2020), ACM SIGCHI travel grant (2019), Erasmus Sokrates Scholarship (2005)

Certifications and Licenses

Design Thinking (2021), Scrum Product Owner (2020), Scrum Master (2014), ITIL v3 Foundation (2014), PMI-certified Associate in Project Management (2014), Certificate in Business Analysis (2013), Quality Manager (2013), SAP TERP10 Certified (2013), Zend Certified Engineer PHP 5 (2010), Business English Certificate Higher (2009)

Technical Skills

Technical skills: Languages: Python, JavaScript, TypeScript, R, PHP. Machine Learning: Pandas, PyTorch, Jupyter, Huggingface Transformers, spaCy, Scikit-learn, seaborn, XGBoost, SHAP. Web development: React, Svelte/sveltekit, Vue.js, Node.js, REST, OpenAPI/Swagger, CKAN, D3, Networkx, Wordpress, Elasticsearch, Django, Flask, HTML, JSON, CSS, Sass. NLP: nltk, spaCy, LDA topic modelling. Cloud: AWS, CSC.fi HPC environment (Puhti/Mahti), Google Colab, Google Cloud. Mobile development: Apache Cordova, Capacitor, Monaca, Expo, ReactNative. Databases: MySQL, GraphQL, PostgreSQL, MongoDB, ElasticSearch, Redis. Virtualisation: Docker, Vagrant, Ansible. Tools: Git, GitHub, Jira, Confluence, Webpack, yarn, npm, Fabric, Puppeteer, svm. Crowdsourcing: Amazon Mechanical Turk, Prolific. Office: Microsoft Excel, Word, LaTeX, Google Docs, Visual Basic (VBA). Semantic Web: RDF, OWL, SKOS, SPARQL, triple stores, JSON-LD, knowledge graphs, Protégé.

Languages

English (working language; TOEFL 114/120, IELTS 8)

German (Mother tongue)

French (4 years, uncertified)

Publications

30+ publications, including 4 journal articles and 9 full conference papers, with 30+ co-authors

Google Scholar profile

Projects

Artworks created with text-guided image generation (since 2021)

jonaso.de/artworks





Selected research projects



Prompt engineering for text-to-image generation (2021 – 2022)

Prompt engineering is the practice of formulating effective input prompts for artificial intelligence. This project investigates prompt engineering in the context of AI-generated art.



Crowdsourcing creative work (2018 – 2021)

This doctoral research project investigated how creative work is experienced by workers and requesters on non-creative crowdsourcing platforms.



CrowdUI crowd feedback system to support web design (2020) - www.crowdui.com

CrowdUI is a system for co-designing webpage with the website users. Website visitors can manipulate the elements of the webpage and peer-evaluating the user-created layouts.



 $DUPLEX\ situated\ feedback\ system\ (2019) - github.com/joetm/perdis-client$

A concept for a public display installation that allows artists to collect feedback from a situated crowd. One digital artwork is shown on the main screen while feedback is entered on a touchscreen.



IKON - Knowledge transfer in research museums (2016 - 2018)

An information architecture and visualisation on a public display for facilitating knowledge transfer among the researchers at the Museum for Natural History in Berlin.

Selected software and web projects



sameAs-Lite (2016) - github.com/seme4/sameAs-Lite

A co-reference resolution service offered as open source and implemented with object-oriented PHP.



 $SBB\ Pilot\ Open\ Data\ Platform\ Public\ Transport\ Switzerland\ (2016)-\underline{opentransportdata.swiss}$

An open data store for transport in Switzerland. Work included developing extensions for CKAN.



Eurapeo Trend Monitoring Platform (2016) – www.eurapeo-trends.com

Developed a web platform for monitoring trends (Python/Django, Vue.js)



GFBio Terminology Service website (2016) – terminologies.gfbio.org

Design of the web presence of the GFBio Terminology Service.



 $Skills Planner\ Linked\ Data\ Platform\ (2015-2016) - \underline{www.skillsplanner.net}$

Developed Skillsplanner linked data platform, including data conversion tools and documentation.