
Senior Researcher

FIZ Karlsruhe

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Germany

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<http://www.jonaso.de>

<https://github.com/joetm>

EDUCATION

- Ph.D., Computer Science** (with focus on Human-Computer Interaction) 2018 – 2021
Center for Ubiquitous Computing, University of Oulu, Finland
- M.Sc., Computer Science** 2014 – 2015
Web and Internet Science Research Group (WAIS), University of Southampton, United Kingdom
- Certificate, Business Analysis** 2013
School of Continuing Studies, University of Toronto, Canada
- Erasmus exchange student** 2005 – 2006
Linköping University, Sweden
- M.Sc., Industrial Engineering and Management** 2002 – 2011
(with focus on Product Development)
Technical University of Darmstadt, Germany

ACADEMIC EXPERIENCE

- Senior Researcher/PostDoc** 2021 – 2021
*Information Service Engineering, FIZ Karlsruhe & Karlsruhe Institute of Technology
Karlsruhe, Germany*
- Doctoral Researcher** 2018 – 2021
*Crowd Computing group, Center for Ubiquitous Computing, University of Oulu
Oulu, Finland*
- Graduate Research Assistant** (Wissenschaftlicher Mitarbeiter) 2016 – 2018
*Human-Centered Computing, Freie Universität Berlin and
Cluster of Excellence “Image Knowledge Gestaltung” (Aug 2016 – Mar 2017)
Berlin, Germany*

WORK EXPERIENCE IN INDUSTRY

- Full-Stack Web Developer** 2016
*Liip AG
Bern, Switzerland*
- Linked Data Developer** 2015 – 2016
*Seme4 Ltd.
Southampton, United Kingdom*
- Business Analyst** 2013 – 2014
*Alstom IS&T
Paris, France*
- Strategy Analyst Trainee** 2011 – 2012
*Alstom Power
Baden, Switzerland*
- Full-Stack Web Developer** (Freelance) 2008 – 2013
Darmstadt, Germany
- Volunteer** July 2010 – Aug 2010
Local Economic Development Department, Radoviš Municipality

Military Service	2000 – 2002
<i>292nd Light Infantry Battalion, Franco-German Brigade</i>	
<i>Donaueschingen, Germany</i>	

ACADEMIC AND INDUSTRY PROJECTS

Academic Projects as Principal Investigator

1. Folk Theories for a Better Understanding of Human-AI Interaction	2020
2. Crowdsourcing Creative Work	2018 – 2021
3. CrowdUI – Supporting Web Design with the Crowd	2015, 2018 – 2020

Academic Projects as Research Member

1. NFDI4Culture Consortium for research data on material and immaterial cultural heritage DFG No. 441958017	2021 (ongoing)
2. EEZU Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive DFG LIS No. 449727012	2021 (ongoing)
3. GenZ strategic profiling project, University of Oulu Academy of Finland No. 318930	2020 – 2021
4. 6G Finnish Flagship Programme Academy of Finland No. 318927	2018 – 2021
5. IKON, Freie Universität Berlin & Museum of Natural History BMBF No. 03IO1633	2017 – 2018
6. ID+LAB, Cluster of Excellence “Image Knowledge Gestaltung” DFG EXC 1027	2016 – 2017

Industry Projects as Research Member

1. SkillsPlanner.net, Seme4 Ltd. (Innovate UK, £1.3m)	2015 – 2016
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RECOGNITION AND AWARDS

Distinction, University of Southampton	2015
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Scholarships and Grants

Nokia Foundation Scholarship <i>“Harvesting Folk Theories for a Better Understanding of Human-AI Interaction”</i>	2020
Jenny and Antti Wihuri Foundation Grant <i>“Investigating how creators on YouTube adapt to the presence of Artificial Intelligence”</i>	2020
Riitta and Jorma J. Takasen Foundation Scholarship <i>“Mining Dark Patterns on Social Media Platforms for a Better Understanding of Human-AI Interaction”</i>	2020
Finnish Foundation for Technology Grant <i>“Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction”</i>	2020
Tauno Tönning Foundation Grant <i>“Mining Dark Patterns of Social Media Usage for a Better Understanding of Human-AI Interaction”</i>	2020
Course grant, University of Oulu UniOGS <i>“Scrum Product Owner”</i>	2020
Nokia Foundation Scholarship <i>“Mining Folk Theories for a Better Understanding of Human-AI Interaction”</i>	2019

Travel Grants

ACM SIGCHI	2019
University of Oulu UniOGS	2019
University of Oulu UniOGS	2019
UbiComp/ISWC	2018
DAAD	2010
Erasmus Sokrates Scholarship (DAAD)	2005

ACADEMIC SERVICE AND MANAGEMENT

Associate Chair

Associate Chair, CHI '19 Late Breaking Work	2019
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Program Committee Member

AAAI Conference on Human Computation and Crowdsourcing (HCOMP '21), Virtual	2021
Studierendenkonferenz Informatik (SKILL '18), Berlin, Germany	2018

Organizing Committee

International Conference on Design Creativity (ICDC 2020), Virtual	2020
UBI Summer School 2018 (UBISS '18), Oulu, Finland	2018

Workshop Organiser (Lead)

Workshop on Designing Crowd-powered Creativity Support Systems CHI '19, Glasgow, United Kingdom	2019
Workshop on Crowd-Powered Interfaces for Creative Design Thinking C&C '19, San Diego, CA, United States	2019

Workshop Organiser (Co-author)

2VT: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces CHI '21, Virtual	2021
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Student Volunteering

BCS-HCI '21, Virtual	2021
FAccT '21, Virtual	2021
UIST '20, Virtual	2020
CSCW '20, Virtual	2020
C&C '19, San Diego, CA	2019
UbiComp/ISWC '18, Singapore	2018

Conference Reviewer

CHI	2019 – 2021
CSCW	2018 – 2021
HCOMP	2021
UIST	2019 – 2021
C&C	2019 – 2021
INTERACT	2019 – 2021
DIS	2021
IUI	2020
EICS	2019 – 2020
MobileHCI	2020
HICSS	2018
IMWUT	2018
CHI PLAY	2018
ICMI	2018
ESWC	2018

Journal Reviewer

Human Computation	2020
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STUDENT SUPERVISIONS

All supervisions are principal supervisions, unless otherwise stated.

Doctoral Students

Tabea Tietz	2021 (ongoing)
Ville Paananen (mentor and assistant supervisor)	2020 – 2021

Master's Students

Antonio Kongjonaj	2019
Ömer Bayram	2018
Immanuel Pelzer	2017

Bachelor Students

Aaron Maier	2021 (ongoing)
Katri Säily	2021
Bastian van de Wetering	2018
Andre Slava Paderow	2018

Research Assistants

Tim Korjakov	2017 – 2018
Nicolo Knapp	2017 – 2018
Immanuel Pelzer	2016 – 2017

Other Supervision

Summer project, Antonio Kongjonaj	2018
Software Project, 4 students	2017

TEACHING EXPERIENCE

Senior Teaching Assistant

Human-Computer Interaction (521145A, 5 ECTS, Bachelor)	
– 151 students	Autumn 2020
– 139 students	Autumn 2019
Social Computing (521044A, 5 ECTS, Bachelor)	
– 61 students	Autumn 2020
– 40 students	Spring 2020

Teaching Assistant

– Human-Computer Interaction (521145A, 5 ECTS, Bachelor)	
161 students	Autumn 2018
– Social Computing (521044A, 5 ECTS, Bachelor)	
19 students	Spring 2019

Curriculum planning

Human-Computer Interaction (521145A, Bachelor), University of Oulu	2019
Social Computing (521044A, Bachelor), University of Oulu	2019
XML Technologies (19305401, Master), Freie Universität Berlin	2018

Student Project Supervision

Applied Computing Project I (521152S, 3 students, 10 ECTS, Master), University of Oulu	2019
Software Project (4 students, 10 ECTS, Master), Freie Universität Berlin	2016 – 2017

Formal Teaching Training

Basics of University Pedagogy for Doctoral Students, 2 ECTS, University of Oulu 2019

SELECTED SOFTWARE AND COMPUTATIONAL ARTEFACTS

CrowdUI crowd feedback system to support web design, www.crowdui.com 2020
sameAs-Lite, github.com/sem4/sameAs-Lite 2016
SIMPLEX situated feedback system, github.com/joetm/perdis-client 2019
crowd-roles, web-based instrument for computational priming, github.com/joetm/crowd-roles 2019
Chopper, a tool to generate screenshots for UI elements, github.com/joetm/chopper 2018
IKON ontology, fub-hcc.github.io/IKON-ontology 2018
SkillsPlanner linked data platform, www.skillsplanner.net 2016
GFBio Terminology Service Website, terminologies.gfbio.org 2016
SBB Pilot Open Data Platform Public Transport Switzerland, opentransportdata.swiss 2016
Eurapco Trend Monitoring Platform, www.eurapco-trends.com 2016
Full portfolio of web development projects: jonaso.de/portfolio

CERTIFICATIONS AND LICENSES

Design Thinking, Interaction Design Foundation (best in class) 2021
Scrum Product Owner, Scrum Alliance 2020
Scrum Master, Scrum Alliance 2014
Certified Associate in Project Management, PMI 2014
ITIL v3 Foundation, Axelos 2014
Certificate in Business Analysis, University of Toronto 2013
Quality Manager, TQCert/German Accreditation Body (DAkkS) 2013
Zend Certified Engineer PHP 5 (License No. 013105) 2010

LANGUAGES

English (TOEFL 114/120, IELTS 8, Business English Certificate Higher)
German (Mother tongue)
French (4 years, uncertified)
Spanish (1 year, uncertified)

MEMBERSHIPS

Association for Computing Machinery (ACM) 2018 – today
ACM Special Interest Group on Computer-Human Interaction (SIGCHI) 2019 – today
Gesellschaft für Informatik e.V. (GI) 2020 – today
Institute of Electrical and Electronics Engineers (IEEE) 2014 – 2015 & 2020 – 2021