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Senior Researcher

FIZ Karlsruhe

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Germany

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<http://www.jonaso.de>

<https://github.com/joetm>

## EDUCATION

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

## ACADEMIC EXPERIENCE

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

## WORK EXPERIENCE IN INDUSTRY

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

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

### Industry Projects as Research Member

|                                                       |             |
|-------------------------------------------------------|-------------|
| 1. SkillsPlanner.net, Seme4 Ltd. (Innovate UK, £1.3m) | 2015 – 2016 |
|-------------------------------------------------------|-------------|

## RECOGNITION AND AWARDS

|                                        |      |
|----------------------------------------|------|
| Distinction, University of Southampton | 2015 |
|----------------------------------------|------|

### Scholarships and Grants

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

### 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<br>CHI '19, Glasgow, United Kingdom         | 2019 |
| Workshop on Crowd-Powered Interfaces for Creative Design Thinking<br>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<br>CHI '21, Virtual | 2021 |
|------------------------------------------------------------------------------------------------------------------|------|

### 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

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