Jonas Oppenlaender

August 12, 2022

Postdoctoral Researcher
Faculty of Information Technology
University of Jyväskylä
Finland

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https://www.jonaso.de

EDUCATION

2021, **D.Sc. (Tech.), Computer Science** (with distinction)
Crowd Computing Group, Center for Ubiquitous Computing, University of Oulu, Finland

2015, **M.Sc., Computer Science** (with distinction)
Web and Internet Science Research Group (WAIS), University of Southampton, United Kingdom

2013, **Certificate, Business Analysis**
School of Continuing Studies, University of Toronto, Canada

2005 – 2006, **Erasmus exchange student**
Linköping University, Sweden

2011, **M.Sc., Industrial Engineering and Management**
(with focus on Product Development)
Technical University of Darmstadt, Germany

ACADEMIC EXPERIENCE

since 2022, **Postdoctoral Researcher**
University of Jyväskylä, Faculty of Information Technology
Jyväskylä, Finland

2021 – 2021, **Senior Researcher/PostDoc**
FIZ Karlsruhe, Information Service Engineering and
Karlsruhe Institute of Technology, Institute of Applied Informatics and Formal Description Methods
Karlsruhe, Germany

2018 – 2021, **Doctoral Researcher**
University of Oulu, Center for Ubiquitous Computing, Crowd Computing group
Oulu, Finland

2016 – 2018, **Graduate Research Assistant** (Wissenschaftlicher Mitarbeiter)
Freie Universität Berlin, Institute of Computer Science, Human-Centered Computing
Berlin, Germany

Aug 2016 – Mar 2017, **Graduate Research Assistant** (Wissenschaftlicher Mitarbeiter)
Cluster of Excellence "Image Knowledge Gestaltung"
Berlin, Germany

WORK EXPERIENCE IN INDUSTRY

2016, **Full-Stack Web Developer**
Liip AG
Bern, Switzerland

2015 – 2016, **Linked Data Developer**
Seme4 Ltd.
Southampton, United Kingdom

2013 – 2014, **Business Analyst**
Alstom IS&T
Paris, France

2011 – 2012, **Strategy Analyst Trainee**
Alstom Power
Baden, Switzerland

2008 – 2013, **Full-Stack Web Developer** (Freelance)
Darmstadt, Germany

July 2010 – Aug 2010, **IAESTE Internship**
Local Economic Development Department, Radoviš Municipality
Radoviš, Macedonia

Nov 2004 – Feb 2011, **Internships in industry (26 weeks)**
Goodyear Dunlop Tires Germany GmbH, Karl Mayer Textile Machinery GmbH, Lubricant Consult GmbH,
Kegelmann Technik GmbH
Frankfurt Rhine-Main, Germany

2000 – 2002, **Military Service**
292nd Light Infantry Battalion, Franco-German Brigade
Donaueschingen, Germany

Academic and Industry Projects

Academic Projects as Principal Investigator

1. 2019 – 2020, Folk Theories for a Better Understanding of Human-AI Interaction

2. 2018 – 2021, Crowdsourcing Creative Work

3. 2015, 2018 – 2020, CrowdUI – Supporting Web Design with the Crowd

Academic Projects as Research Member

1. 2021, EEZU
   Einfaches Erschließungs- und Zugriffssystem für kleine und mittlere Archive,
   DFG LIS No. 449727012

2. 2020 – 2021, GenZ strategic profiling project, University of Oulu
   Academy of Finland No. 318930

3. 2018 – 2021, 6G Finnish Flagship Programme
   Academy of Finland No. 318927

4. 2017 – 2018, IKON, Freie Universität Berlin & Museum of Natural History
   BMBF No. 03IO1633

5. 2016 – 2017, ID+LAB, Cluster of Excellence "Image Knowledge Gestaltung"
   DFG EXC 1027

Industry Projects as Research Member

1. 2021, NFDI4Culture
   Consortium for research data on material and immaterial cultural heritage
   DFG No. 441958017

2. 2015 – 2016, SkillsPlanner.net, Seme4 Ltd.
   Innovate UK

Awards and Recognition

2021, Distinction[1], University of Oulu
2015, Distinction[2], University of Southampton

Scholarships and Grants

2022, University of Jyväskylä Grant Research Grant

2021, Toloka Research Grant

2020, Nokia Foundation Scholarship

2020, Jenny and Antti Wihuri Foundation Grant
2020, Riitta and Jorma J. Takasen Foundation Scholarship
2020, Finnish Foundation for Technology Grant
2020, Tauno Tönning Foundation Grant
2020, Course grant, University of Oulu UniOGS
2019, Nokia Foundation Scholarship

Travel Grants

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

Academic Service and Management

Associate Chair

2019, CHI '19 (Late Breaking Work)

Program Committee Member

2022, AAAI Conference on Human Computation and Crowdsourcing (HCOMP '22)
2021, AAAI Conference on Human Computation and Crowdsourcing (HCOMP '21)
2018, Studierendenkonferenz Informatik (SKILL '18)

Organizing Committee

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

Workshop Organiser (Lead)

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

Workshop Organiser (Co-author)

2021, Visions, Technologies, [...] for Understanding Human Scale Spaces, CHI '21, Virtual

Student Volunteering

2021, UIST '21, Virtual
2021, BCS-HCI '21, Virtual
2021, FAccT '21, Virtual
2020, UIST '20, Virtual
2020, CSCW '20, Virtual
2019, C&C '19, San Diego, CA

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[1] highest distinction possible, "for an exceptionally high quality thesis representing the top 15% in its field"
[2] "awarded for a Final Average Mark of 70 and over"

2018, Ubicomp/ISWC '18, Singapore
2018, UBISS '18, Oulu, Finland

Conference Reviewer

CHI, 2019 – 2022
CSCW, 2018 – 2022
HCOMP, 2021 – 2022
HAI, 2022
C&C, 2019 – 2022
UIST, 2019 – 2022
EICS, 2019 – 2022
NordiCHI, 2022
ICWSM, 2022
INTERACT, 2019 – 2021
DIS, 2021
ISS, 2021
CHI PLAY, 2018, 2021
IUI, 2020
MobileHCI, 2020
HICSS, 2018
IMWUT, 2018
ICMI, 2018
ESWC, 2018

Journal Reviewer

Behaviour & Information Technology, 2022
Environment & Behavior, 2022
Human Computation, 2020

Teaching Experience

Human-Computer Interaction (521145A, 5 ECTS, Bachelor)

– Autumn 2020, 151 students
– Autumn 2019, 139 students
– Autumn 2018, 161 students

Social Computing (521044A, 5 ECTS, Bachelor)

– Autumn 2020, 61 students
– Spring 2020, 40 students
– Spring 2019, 19 students

Curriculum planning

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

Student Project Supervision

2019, Applied Computing Project I (521152S, 3 students, 10 ECTS, Master), University of Oulu
2018, Summer project, Antonio Kongjonaj
2016 – 2017, Software Project (4 students, 10 ECTS, Master), Freie Universität Berlin

Formal Teaching Training

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

Student Supervisions

All supervisions are principal supervisions, unless otherwise stated.

Doctoral Students

2021, Tabea Tietz
2020 – 2021, Ville Paananen

Master's Students

2019, Antonio Kongjonaj (completed)
2017 – 2018, Ömer Bayram
2016 – 2017, Immanuel Pelzer (completed)

Bachelor Students

2021, Aaron Maier (2nd supervisor)
2021, Katri Säily (completed)
2018, Bastian van de Wetering
2018, Andre Slava Paderow

Research Assistants

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

Publications

34 refereed publications, including: jonaso.de/publications/
 – 4 journal articles
 – 7 full conference papers
 – 6 short papers and workshop papers
 – 9 conference posters
 – 3 doctoral consortia
 – 4 workshops organized

Refereed Journal Papers

J4. **Jonas Oppenlaender**, Thanassis Tiropanis, and Simo Hosio. 2020. CrowdUI: Supporting Web Design with the Crowd. In Proceedings of the ACM on Human-Computer Interaction (PACM-HCI), Vol. 4, No. EICS, Article 76. ACM, New York, NY, USA, 28 pages. DOI: 10.1145/3394978

J3. Andy Alorwu, Niels van Berkel, Jorge Goncalves, **Jonas Oppenlaender**, Miguel Bordallo López, Mahalakshmy Seetharaman, and Simo Hosio. 2020. Crowdsourcing Sensitive Data using Public Displays: Opportunities, Challenges, and Considerations. Personal and Ubiquitous Computing. Springer, 16 pages. DOI: 10.1007/s00779-020-01375-6

J2. Simo Hosio, Niels van Berkel, **Jonas Oppenlaender**, and Jorge Goncalves. 2020. Crowdsourcing Personalized Weight Loss Diets. IEEE Computer, 53(1), 63–71. DOI: 10.1109/MC.2019.2902542

J1. Simo Hosio, Jaro Karppinen, Niels van Berkel, **Jonas Oppenlaender**, and Jorge Goncalves. 2018. Mobile Decision Support and Data Provisioning for Low Back Pain. IEEE Computer, 51(8), 34–43. DOI: 10.1109/MC.2018.3191250

Refereed Full Conference Papers

C7. Ville Paananen, **Jonas Oppenlaender**, Jorge Goncalves, Danula Hettiachchi, and Simo Hosio. 2021. Investigating Human Scale Spatial Experience. ACM Interactive Surfaces and Spaces Conference (ISS 2021), 17 pages. DOI: 10.1145/3488541

C6. **Jonas Oppenlaender**, Elina Kuosmanen, Andrés Lucero, and Simo Hosio. 2021. Hardhats and Bungaloos: Comparing Crowdsourced Design Feedback with Peer Design Feedback in the Classroom. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). ACM, New York, NY, USA, 1–14. DOI: 10.1145/3411764.3445380

C5. **Jonas Oppenlaender**, Kristy Milland, Aku Visuri, Panos Ipeirotis and Simo Hosio. 2020. Creativity on Paid Crowdsourcing Platforms. In Proceedings of the 2020 ACM CHI Conference on

Human Factors in Computing Systems (CHI '20). ACM, New York, NY, USA, 1–14. DOI: 10.1145/3313831.3376677

C4. **Jonas Oppenlaender** and Simo Hosio. 2019. Design Recommendations for Augmenting Creative Tasks with Computational Priming. In Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia (MUM '19). ACM, New York, NY, USA, Article 35, 1–13. DOI: 10.1145/3365610.3365621

C3. **Jonas Oppenlaender**, Elina Kuosmanen, Jorge Goncalves and Simo Hosio. 2019. Search Support for Exploratory Writing. In Human-Computer Interaction – INTERACT 2019 (LNCS 11748), David Lamas, Fernando Loizides, Lennart Nacke, Helen Petrie, Marco Winckler, and Panayiotis Zaphiris (eds.). Springer International Publishing, Cham, Switzerland, 314–336. DOI: 10.1007/978-3-030-29387-1_18

C2. Simo Hosio, Andy Alorwu, Niels van Berkel, Miguel Bordallo, Mahalakshmy Seetharaman, **Jonas Oppenlaender**, and Jorge Goncalves. 2019. Fueling AI with Public Displays? A Feasibility Study of Collecting Biometrically Tagged Consensual Data on a University Campus. In Proceedings of the 8th ACM International Symposium on Pervasive Displays (PerDis '19). ACM, New York, NY, USA, Article 14, 1–7. DOI: 10.1145/3321335.3324943

C1. **Jonas Oppenländer**, Falko Glöckler, Jana Hoffmann, and Claudia Müller-Birn. 2017. Bewertung von Reifegradmodellen für ein integriertes Forschungsdatenmanagement für multi-disziplinäre Forschungsorganisationen. In Jonas Kratzke and Vincent Heuveline (eds.). 2017. E-Science-Tage 2017: Forschungsdaten managen. hei-BOOKS, Heidelberg, Germany, 53–64. DOI: 10.11588/heibooks.28 5.377

Refereed Conference Short Papers and Workshop Papers

S6. Mary Ann Tan, Tabea Tietz, Oleksandra Bruns, **Jonas Oppenlaender**, Danilo Dess, and Harald Sack. 2021. DDB-KG: The German Bibliographic Heritage in a Knowledge Graph. HistoInformatics 2021 Workshop, 8 pages

S5. **Jonas Oppenlaender** and Jesse Josua Benjamin. 2020. Towards Metaphors for Cascading AI. In Proceedings of the Workshop on Metaphors for Human-Robot Interaction (ICSR '20), 3 pages. DOI: 10.31219/osf.io/gxt7y

S4. **Jonas Oppenlaender**, Kristy Milland, Aku Visuri, Panos Ipeirotis, and Simo Hosio. 2020. What do crowd workers think about creative work? In Proceedings of the Workshop on Worker-Centered Design, CHI '20, 4 pages

S3. **Jonas Oppenlaender** and Simo Hosio. 2019. Supporting Creative Work with Crowd Feedback Systems. In Proceedings of the Workshop on Designing Crowd-powered Creativity Support Systems (DC^{2}S^2), CHI '19. Glasgow, UK

S2. **Jonas Oppenlaender**, Kennedy Opoku Asare, and Simo Hosio. 2018. CampusTracker: Assessing Mobile Workers' Momentary Willingness to Work on Paid Crowdsourcing Tasks. In Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18). ACM, New York, NY, USA, 648–653. DOI: 10.1145/3267305.3267550

S1. **Jonas Oppenlaender**, Jesse J. Benjamin, and Claudia Müller-Birn. 2018. Towards Sociotechnical Management of Intra-Organisational Knowledge Transfer. In Paul Drews, Burkhardt Funk, Peter Niemeyer, and Lin Xie (eds.). 2018. Multikonferenz Wirtschaftsinformatik (MKWI '18). Leuphana Universität, Lüneburg, Germany, Band 1, 307–313

Workshop Proposals

W4. Andy Alorwu, Saiph Savage, Niels van Berkel, Dmitry Ustalov, Alexey Drutsa, **Jonas Oppenlaender**, Oliver Bates, Danula Hettiachchi, Ujwal Gadiraju, Jorge Goncalves, and Simo Hosio. Reimagining Global Crowdsourcing for Better Human and Artificial Intelligencies Collaboration. 2022 CHI Conference on Human Factors in Computing Systems (CHI '22).

W3. Ville Paananen, Piia Markkanen, **Jonas Oppenlaender**, Lik Hang Lee, Haider Akmal, Ava Fatah gen. Schieck, John Dunham, Konstantinos Papangelis, Nicolas Lalone, Niels van Berkel, Jorge Goncalves, and Simo Hosio. 2021. 2VT: Visions, Technologies, and Visions of Technologies for Understanding Human Scale Spaces. In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (CHI EA '21). ACM, New York, NY, USA, 9 pages. 10.1145/3411763.3441315

W2. **Jonas Oppenlaender**, Naghmi Shireen, Maximilian Mackeprang, Halil Erhan, Jorge Goncalves, and Simo Hosio. 2019. Workshop on Crowd-powered Interfaces for Creative Design Thinking. In Proceedings of the 2019 ACM SIGCHI Conference on Creativity and Cognition (C&C '19). ACM, New York, NY, USA, 722–729. DOI: 10.1145/3325480.3326553

W1. **Jonas Oppenlaender**, Maximilian Mackeprang, Abderahmane Khiat, Maja Vuković, Jorge Goncalves, and Simo Hosio. 2019. DC^2S^2: Designing Crowd-powered Creativity Support Systems. In Adjunct Proceedings of the 2019 ACM CHI Conference on Human Factors in Computing Systems (CHI '19). ACM, New York, NY, USA, W06, 8 pages. DOI: 10.1145/3290607.3299027

Doctoral Consortia

D3. **Jonas Oppenländer**. 2020. Unterstützung Kreativer Arbeit mit Crowdsourcing. Doktorandenseminar, Mensch und Computer (MuC '20). 5 pages. DOI: 10.31219/osf.io/7pmnc

D2. **Jonas Oppenlaender**. 2020. Crowd-powered Creativity Support Systems. In Proceedings of 12th ACM SIGCHI Symposium on Engineering Interactive Computing Systems (EICS '20). ACM, New York, NY, USA, Article 15, 1–4. DOI: 10.1145/3393672.3398646

D1. **Jonas Oppenlaender**. 2019. Supporting Creative Workers with Crowdsourced Feedback. In Proceedings of the 2019 on Creativity and Cognition (C&C'19). ACM, New York, NY, USA, 646–652. DOI: 10.1145/3325480.3326556

Conference Posters

P9. **Jonas Oppenlaender** and Simo Hosio. 2021. Towards a Requester-centered Study on the Use of 'Bots' for Completing Tasks. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '21). AAAI, New York, NY, USA, 3 pages

P8. **Jonas Oppenlaender**. 2021. Morphological Matrices as a Tool for Crowdsourced Ideation. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '21). AAAI, New York, NY, USA, 3 pages

P7. Mary Ann Tan, Tabea Tietz, Oleksandra Bruns, **Jonas Oppenlaender**, Danilo Dessì, and Harald Sack. 2021. DDB-EDM to FaBiO: The Case of the German Digital Library. In Proceedings of the International Semantic Web Conference (ISWC '21). Springer, New York, NY, USA, 4 pages

P6. **Jonas Oppenlaender**. 2020. Socially Augmented Crowdsourced Collection of Folk Theories. In Proceedings of the Conference on Human Computation and Crowdsourcing (HCOMP '20). AAAI, New York, NY, USA, 3 pages

P5. Panos Kostakos, Alavesa Paula, **Jonas Oppenlaender**, and Simo Hosio. 2019. VR Ethnography: A pilot study on the use of virtual reality 'go-along' interviews in Google Street View. In Proceedings of the 18th International Conference on Mobile and Ubiquitous Multimedia (MUM '19). ACM, New York, NY, USA, Article 53, 1–5. DOI: 10.1145/3365610.3368422

P4. **Jonas Oppenlaender** and Simo Hosio. 2019. Towards Eliciting Feedback for Artworks on Public Displays. In Proceedings of the ACM Conference on Creativity & Cognition (C&C '19). ACM, New York, NY, USA, 562–569. DOI: 10.1145/3325480.3326583

P3. **Jonas Oppenlaender**. 2019. Crowd-powered Self-Accelerating Knowledge Systems. ACM Conference on Collective Intelligence, Pittsburgh, PA, USA, 4 pages (retracted)

P2. **Jonas Oppenlaender** and Simo Hosio. 2019. Experizone: Integrating Situated Scientific Experimentation with Teaching of the Scientific Method. In Proceedings of the CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI '19). ACM, New York, NY, USA, LBW1519, 6 pages. DOI: 10.1145/3290607.3313043

P1. **Jonas Oppenlaender**, Jesse J. Benjamin, and Claudia Müller-Birn. 2017. Socio-technical Revelation of Knowledge Transfer Potentials. In Proceedings of the 5th AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), AAAI, 2 pages

Manuscripts & Pre-prints

M2. **Jonas Oppenlaender**. 2022. Prompt Engineering for Text-Based Generative Art. arXiv, 7 pages. DOI: 10.48550/ARXIV.2204.13988

M1. **Jonas Oppenlaender**. 2022. The Creativity of Text-based Generative Art. arXiv, 9 pages. DOI: 10.48550/ARXIV.2206.02904

Doctoral Thesis

Jonas Oppenlaender. 2021. Crowdsourcing Creative Work. Dissertation. University of Oulu, Oulu, Finland, 208 pages, ISBN 978-952-62-3014-6, http://jultika.oulu.fi/Record/isbn978-952-62-3014-6

Master Theses

T4. **Jonas Oppenlaender**. 2015. CrowdUI – A tool to remotely source and evaluate user interface adaptations. MSc thesis. Web Science Institute, University of Southampton, United Kingdom, 132 pages

T3. **Jonas Oppenländer**. 2009. Anwendung des Kano-Modells zur Analyse und Charakterisierung gesellschaftlicher Anforderungen an Produkte. Diplomarbeit (MSc thesis). Institute for Product Development and Machine Elements, Technical University of Darmstadt, Germany, 139 pages

Studienarbeiten

S2. **Jonas Oppenländer**. 2008. Geschäftskonzept für ein auf P2P basierendes Soziales Netzwerk. Studienarbeit. Dr.-Otto-Röhm-Stiftungsprofessur für Unternehmensgründung. Technical University of Darmstadt, Germany, 203 pages

S1. **Jonas Oppenländer**. 2008. Entwicklung einer Beschreibungssprache für Produktentwicklungsinhalte. Studienarbeit. Institute for Product Development and Machine Elements. Technical University of Darmstadt, Germany, 129 pages

Selected Software and Computational Artefacts

AI-generated artworks, www.jonaso.de/artworks/	since 2021
CrowdUI crowd feedback system to support web design, www.crowdui.com	2020
sameAs-Lite, github.com/seme4/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

Presentations and Talks

Invited Talks and Lectures

Department of Computer Science and Informatics, Jönköping University, Virtual	2021
Computational Social Science, ETH Zürich, Virtual	2021
Computer Science Department, Swansea University, Virtual	2021
Information Service Engineering, FIZ Karlsruhe, Virtual	2021
"The FAIR data principle." Forschungszentrum Jülich, Virtual	2021

Full paper presentations

Symposium on Engineering Interactive Computing Systems (EICS '21), Virtual	2021
CHI Conference on Human Factors in Computing Systems (CHI '21), Virtual	2021
International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019
IFIP TC.13 Int. Conference on Human-Computer Interaction (INTERACT '19), Paphos	2019
Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg	2018

Poster presentations

Conference on Human Computation and Crowdsourcing (HCOMP 2021), Virtual	2021
Conference on Human Computation and Crowdsourcing (HCOMP 2020), Virtual	2020
International Conference on Mobile and Ubiquitous Multimedia (MUM '19), Pisa	2019

Creativity & Cognition (C&C '19), San Diego, CA	2019
Conference on Human Factors in Computing Systems (CHI '19), Glasgow	2019
Multikonferenz Wirtschaftsinformatik (MKWI '18), Lüneburg	2018
AAAI Conference on Human Computation and Crowdsourcing (HCOMP '17), Quebec City	2017

Workshop presentations

Workshop on Designing Crowd-powered Creativity Support Systems, Glasgow	2019
Workshop on Mobile Human Contributions (MHC '18), Singapore	2018

Doctoral consortia

Mensch und Computer (MuC '20), Virtual	2020
Symposium on Engineering Interactive Computing Systems (EICS '20), Virtual	2020
Creativity & Cognition (C&C '19), San Diego, CA	2019

Other presentations

Research seminar, Freie Universität Berlin	2017
Research seminar, Freie Universität Berlin	2017
Project kick-off, Museum für Naturkunde, Berlin	2017

CERTIFICATIONS AND LICENSES

2021, Design Thinking, Interaction Design Foundation
2020, Scrum Product Owner, Scrum Alliance
2014, Scrum Master, Scrum Alliance
2014, Certified Associate in Project Management, PMI
2014, ITIL v3 Foundation, Axelos
2013, Certificate in Business Analysis, University of Toronto
2013, Quality Manager, TQCert/German Accreditation Body (DAkkS)
2010, Zend Certified Engineer PHP 5 (License No. 013105)
2009, Business English Certificate Higher (University of Cambridge)

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
Knowledge Graphs Interest Group, The Alan Touring Institute	2021
Gesellschaft für Informatik e.V. (GI)	2020 – 2021
Institute of Electrical and Electronics Engineers (IEEE)	2014 – 2015 & 2020 – 2021
Association for Information Systems (AIS)	2018 – 2019