Jonas Müller

Human-Computer Interaction

M.Sc.

CONTACT

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EXPERIENCE

BMW GROUP
Mountain View, CA, USA
Sep '19 — Mar '20

Software R&D Intern
Research for the *Digital Life Innovations* team at the *BMW Group Technology Office USA*. Developed software modules in Swift and Python in an Augmented Reality project.

COMPITENCIES
Fulda, Germany
Jan '17 — Present

Co-Founder & Managing Director
My own company is mainly focused on IT consulting in the areas of user-centered engineering and natural language processing. An example customer is *Universität Würzburg GmbH:* I developed an online registration platform which completely replaced their fragmented approach with a state-of-the-art digital solution.

CHAIR OF HUMAN-COMPUTER INTERACTION
Würzburg, Germany
Jun '17 — Nov '17

Scientific Internship
Developed the smartphone game *Pathomon*, a social Augmented Reality serious game. Presented the game at the *2017 iGEM Conference* in Boston, MA with an interdisciplinary team. Co-authored a scientific paper about the game that got accepted to the *VS Games Conference* 2018.

DENKBARES
Würzburg, Germany
May '15 — Aug '19

Student Software Engineer
Worked in various software projects, including enhancements in the versatility of an artificial voice assistant, the development of a video conferencing system from scratch and several features for an ontological knowledge management system.

CHAIR OF PSYCHOLOGICAL METHODS, COGNITION AND APPLICATION
Würzburg, Germany
Oct '14 — Jul '17

Student Teaching Assistant
Worked as teaching assistant leading weekly exercises in descriptive statistics and probability theory for students of Psychology, Human-Computer Interaction and Media Communication.

EDUCATION

UNIVERSITY OF WÜRZBURG
Würzburg, Germany
Oct '16 — Sep '19

Human-Computer Interaction — M.Sc.
Final Grade 1.0 (A+) — with distinction
Masters Thesis: Adaptive Distributional Word Models for Robust Semantic Information Systems — Grade 1.0 (A+) — Best Presentation Award

UNIVERSITY OF WÜRZBURG
Würzburg, Germany
Oct '13 — Sep '16

Human-Computer Systems — B.Sc.
Final Grade 1.1 (A+) — with distinction
Bachelor Thesis: Use cases for smartglasses in the domain of Technical Service (German) — Grade 1.0 (A+)

EXTRACURRICULAR

ENVIRONMENT CENTER
Fulda, Germany
Sep '12 — Aug '13

Volunteer (Gap Year)
Led workshops for school children concerning environmental education. Managed IT infrastructure including several websites and designed promotional material.

EV. KREUZKIRCHE
Fulda, Germany
Aug '08 — Present

Website • Design • Volunteer for Youth Work
Leading website development and design projects. Led weekly children group activities for many years. Regularly attending trips for confirmees as caretaker.

SKILLS

Deep Learning

Natural Language Processing

Statistical Data Analysis

Virtual and Augmented Reality

User Experience Engineering

Usability and User-centered Design

Human Factors and Cognitive Psychology

TOOLS

Coding

Python — Java
PyTorch — Numpy — Pandas
Javascript — CSS — HTML
Node.js — React.js

Experience but Lack of Practice
Swift — Scala — C# — AngularJS
PHP — SQL
Unity — Unreal

Design

Affinity Suite

Other

Git — Jira
Jetbrains IDEs — Xcode

LANGUAGES

German   Native

English   Fluent

Swedish   Conversational

Latin   9 years in school