Jonas Müller

Human-Computer Interaction

M.Sc.

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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

Volunteer for Children and Youth Work

Led weekly children group activities for many years. Regularly attend 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 — Swift *(currently learning)*
PyTorch — Numpy — Pandas
Javascript — CSS — HTML
Node.js — React.js

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

Design

Affinity Suite

Other

Git — Jira
Jetbrains IDEs — Xcode

LANGUAGES

German Native

English Fluent

Swedish Conversational

Latin 9 years in school