

Jonas Müller

Human-Computer Interaction
M.Sc.

CONTACT

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EXPERIENCE

BMW GROUP

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

COMPITENCIES

Fulda, Germany
Jan '17 — Present

CHAIR OF HUMAN-COMPUTER INTERACTION

Würzburg, Germany
Jun '17 — Nov '17

DENKBARES

Würzburg, Germany
May '15 — Aug '19

CHAIR OF PSYCHOLOGICAL METHODS, COGNITION AND APPLICATION

Würzburg, Germany
Oct '14 — Jul '17

EDUCATION

UNIVERSITY OF WÜRZBURG

Würzburg, Germany
Oct '16 — Sep '19

UNIVERSITY OF WÜRZBURG

Würzburg, Germany
Oct '13 — Sep '16

EXTRACURRICULAR

ENVIRONMENT CENTER

Fulda, Germany
Sep '12 — Aug '13

EV. KREUZKIRCHE

Fulda, Germany
Aug '08 — Present

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.

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.

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*.

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.

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.

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

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+)

Volunteer (Gap Year)

Led workshops for school children concerning environmental education. Managed IT infrastructure including several websites and designed promotional material.

Tech & Design Lead • Volunteer for Youth Work

Head of website development and design projects. 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