

# 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  
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