

Building your **Personal Brand**

Overview and tips for growing your presence online

Graduate School of Geoinformatics SOSE 2021

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What is and why to build a **Personal Brand**?

Your **Personal Brand** is your **identity**

A combination of your **skills, experience** and **personality**

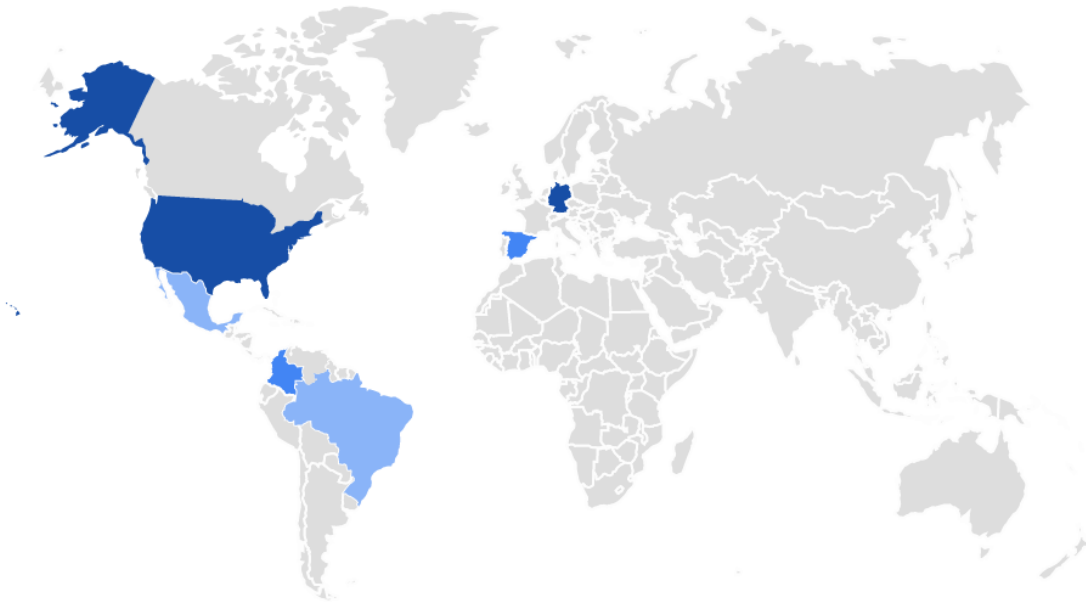


You already have a
Personal Brand
and started with your presence
online!

Someone, somewhere will come across your profile....

WHERE ARE YOUR USERS VISITING FROM?

Users ▼ by Country



COUNTRY		USERS
United States	15	-
Germany	7	-
Colombia	2	-
Spain	2	-
Brazil	1	-
Mexico	1	-
Singapore	1	-

Last 60 days ▼

[View countries](#) →

How to **Start**

Understand your
passion and **future goals**

Develop your
message and
the **tone of your voice**

Review which **digital
platforms** are **useful** for you

Showcase your
abilities

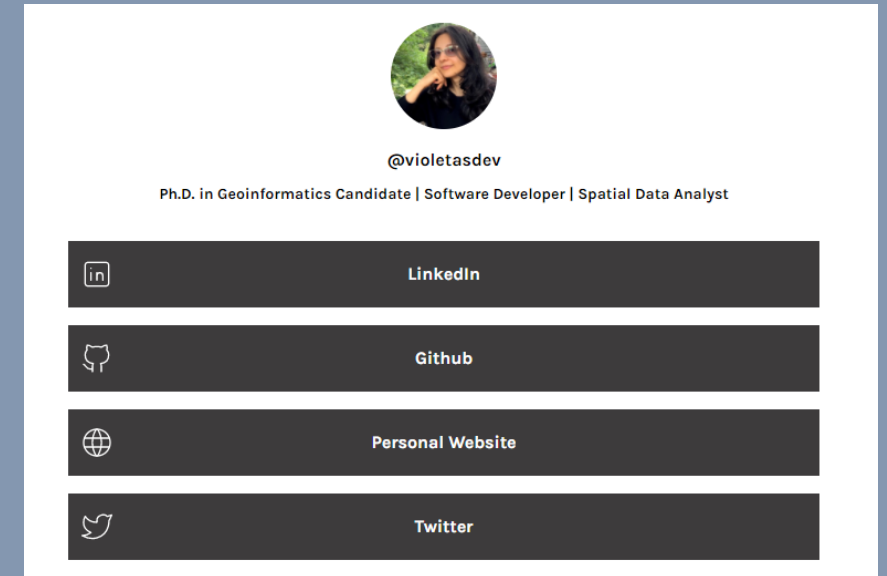
What to Do

Let's check **together** how far are we

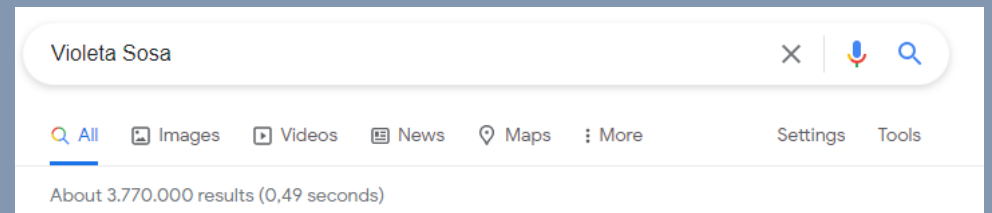
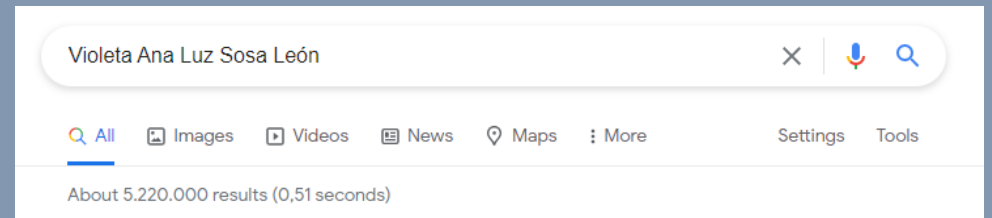
Unique
username in all
your social media
handles



Unique
username in all
your social media
handles



Use your
complete **name**



Build your own website



Build your own website



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MORITZ HILDEMANN

Geosimulation Modelling Lab

Project: Uncertainty in landuse allocation optimization

Room: 140

Email: jhildema@uni-muenster.de

About: I am doing my research about uncertainty in spatial optimizations from uncertain spatial data inputs. I wish to generate optimal land use maps for multiple objectives, for example the agriculture return or species richness. To achieve this aim and to tackle high computational efforts, I also work on computation efficiency and server-sided multiprocessing.



PUBLICATIONS

2021

[Quantifying uncertainty in Pareto fronts arising from spatial data](#)
Hildemann Moritz, Verstegen Judith A (2021)
Article in Journal


2020

[Modelling a Future Routing Concept for the Urban Air Mobility](#)
Hildemann M, Delgado C (2020)
Chapter in Book

2019

[An adaptable and scalable least cost network for air-taxis in urban areas Study area: Manhattan, New York](#)
Hildemann M, Delgado C (2019)
Conference paper

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MY PROFILE | VIOLETA SOSA LEÓN

Personal information

Address

(e.g. Weseler Straße 253, 48151 Münster)

Phone number

Public profile

The following data is displayed on the [»](#) staff list of the ifgi website. Please make sure that all the data is correct.

Title

(e.g. Dr.)

CRIS@WWU

0

Please keep blank if you don't know your CardId

Email address

vsosaleo@uni-muenster.de


(please use your @uni-muenster.de address)

Working group

Spatial Intelligence Lab

Project

Analyzing human behavior from a s

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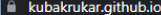
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Dr Jakub Krukar

Postdoctoral Researcher/Lecturer
[Institute for Geoinformatics](#),
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[\[Google Scholar\]](#)
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Biosketch

I am a researcher and lecturer in spatial cognition - a branch of cognitive science studying how people think *about*, think *in*, and think *with* space.

My background and approach are interdisciplinary, with an MA in psychology, a PhD from a department of architecture, and postdoctoral experience in geoinformatics. I apply cognitive psychology methods in the fields of geoinformatics, architecture, and human-computer interaction.

For selected projects, see below.


For a complete list of publications [click here](#).

My CV is available [here](#).

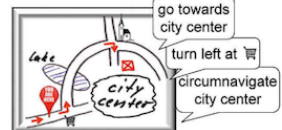
Wayfinding Through Orientation

Traditional wayfinding devices use turn-by-turn instructions such as 'turn left' or 'continue for 300 m'. These are easy to follow but leave us disoriented. They don't correspond to how we would describe any route to other people. Can different types of navigation instructions help us learn the environment *while* we navigate?

Turn-By-Turn



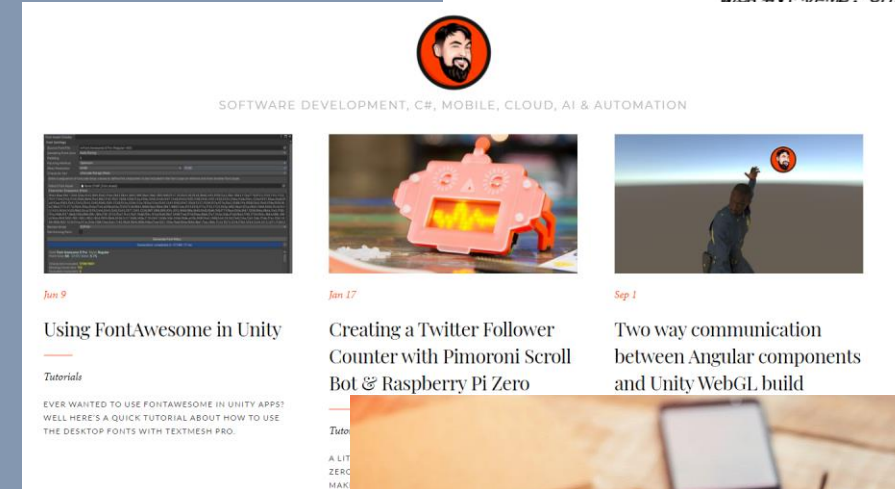
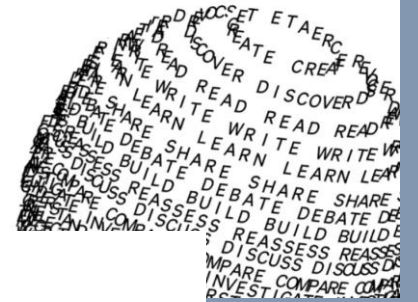
Orientation Wayfinding



Write, write and write...

Document your journey!

Every idea
needs a
Medium.



Write, write and write...

Document your journey!

master

bodytrackingdepth_course / KinectV2 / docs / kinectTutorial01_doc.md

violetasdev

Tutorial 02: Kinect V2

Latest com

1 contributor

117 lines (83 sloc) | 3.08 KB

Tutorial 1: Opening Kinect V2 camera

In this tutorial, you will be able to get access to the camera. At the end you will have the lights of your device turned on.

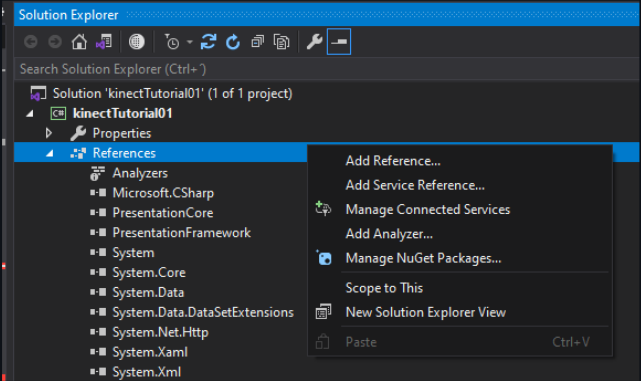
Prerequisites

You must have already followed the guide for installing and configuring the Kinect V2 [Link](#)

You must have configured your Visual Studio 2019 correctly as instructed [Link](#)

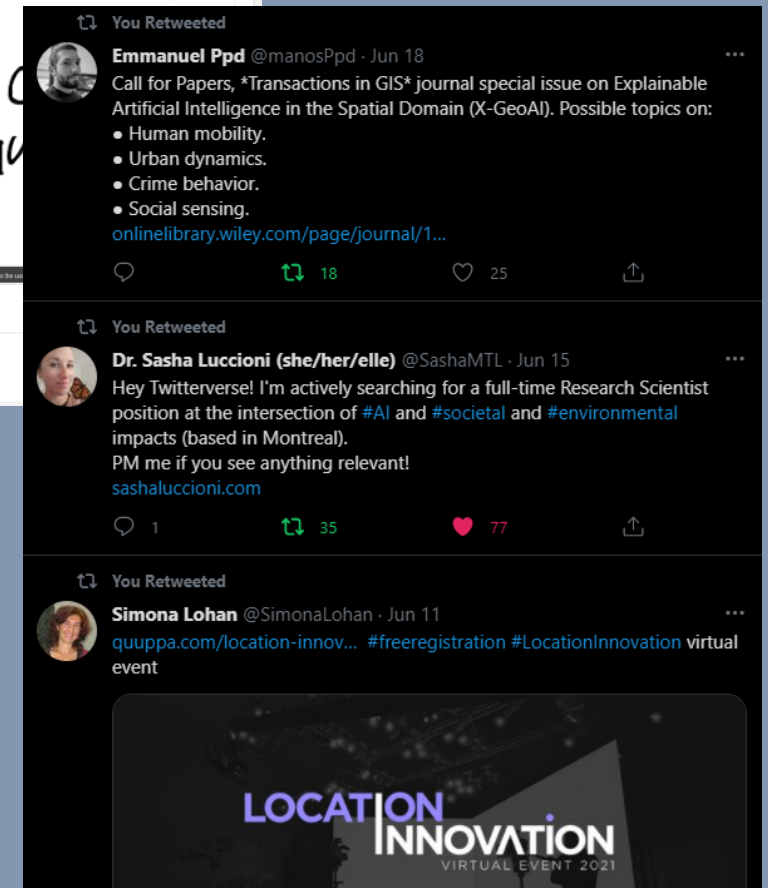
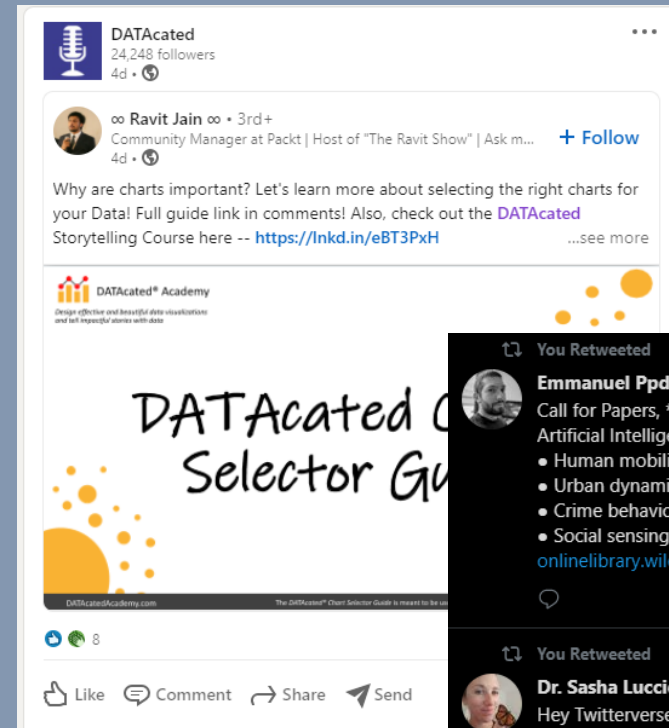
Adding the Microsoft Kinect Library to the project

1. Add the **Microsoft Kinect V2** extension to your project. On the **Solution Explorer**, right click on **References**



2. In the **Assemblies** section, search for **Microsoft.Kinect**. Check/select the extension and **Save**.

Interact with others in the same field



Invitation to **do** a bit **more**



Github Profile Readme

The screenshot shows a GitHub profile for Erik Hanchett (ErikCH). The profile includes a circular profile picture of a man with a beard and a blue jacket. The README content is as follows:

My name is Erik Hanchett and I'm a full stack developer

- I'm currently working on ... YouTube
- I'm currently learning ... Vue.js
- I'm looking to collaborate on ... Vue.js
- I'm looking for help with ... AWS
- Ask me about ... Anything
- How to reach me: ... YouTube Channel
- Pronouns: ... He/Him
- Fun fact: ... I am half Finnish

Popular repositories

- DevYouTubelists
- List of Development Youtube Channels
- 3.1k 413
- VuexModules

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