

Curriculum Vitae

Name	Philipp Hock
Date of Birth	July 06 1987
Phone	see http://phone.philippdock.rocks
Email	philipp.hock@liu.se
Education	<p><i>March 2021</i> PhD (Dr. rer. nat.) (grade: magna cum laude). Thesis topic: Persuasive Strategies to Increase Traffic Safety in Automated Driving.</p> <p><i>March 2015</i> Master of Science in Computer Science (grade: 1.2). Thesis topic: Interactive Belt – An Unobtrusive Input Device for Head-Mounted Displays.</p> <p><i>April 2012</i> Bachelor of Science in Computer Science (grade: 1.5). Thesis topic: socket.js – A Secure Implementation of sockets with Javascript and HTML5.</p> <p><i>October 2008 - April 2015</i> Computer Science at Ulm University.</p> <p><i>1994 - 2007</i> General university entrance qualification (grade: 2.6).</p>
Civil service	<p><i>September 2007 - June 2008</i> Caritas Association.</p>
Academic path	<p><i>April 2023 [current position]</i> Postdoctoral researcher at Linköping University</p> <p><i>March 2021 – March 2023 [current position]</i> Postdoctoral researcher at the Human Factors department (Ulm University).</p> <p><i>October 2019 - March 2021</i> PhD student and research associate (Ulm University). Human Factors department.</p> <p><i>October 2016 - September 2019</i></p>

PhD student and research associate (Ulm University).
Scholarship from the Carl Zeiss Foundation: Program for the
Promotion of Young Scientists. Human Factors department &
Media Informatics.

June 2015 - September 2016

PhD student and research associate (Ulm University) in the
Institute for Media Informatics in Human-Computer Interaction
and in the Institute for Psychology and Education in the field of
Human Factors.

March 2014 - June 2015

Research assistant (Ulm University): Interact - Interactive
Manual Assembly Operations for the Human-Centered
Workplaces of the Future.

sideline activities

2017 - 2019

Lecturer for Interaction Design at the University of Design
Schwäbisch Gmünd (Hochschule für Gestaltung Schwäbisch
Gmünd).

Scientific reviews

Annual reviews for:
AutomotiveUI, CHI, MobileHCI, VRST

Chairing

Demo Chair @AutomotiveUI-23
Associate Chair @AutomotiveUI-23

Supervised courses

Research Trends in Media Informatics.
Communication of Scientific Results.
User Interface Software Technology.
Driver-Vehicle Interaction.
Project Human-Computer Interaction.
Design Thinking in Interactive Systems.
Human-Robot Interaction.
Human-Computer Interaction.

Practical skills

Java, C#, Python, Javascript/HTML/CSS, R, C++, Unity, Unreal,
Git, CAD, 3D printing, 3D modelling, driving simulators, it-sec.

more about me:
<https://about.philipp-hock.rocks/>

