

# Curriculum Vitae

<b>Name</b>	Philipp Hock
<b>Date of Birth</b>	July 06 1987
<b>Phone</b>	0171 6148158
<b>Email</b>	philipp.hock@uni-ulm.de
<b>School education</b>	<i>1994 - 2007</i> General university entrance qualification (grade: 2.6).
<b>University</b>	<i>October 2008 - April 2015</i> Computer Science at Ulm University.
<b>University degrees</b>	<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.  <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.  <i>March 2021</i> PhD (Dr. rer. nat.) (grade: magna cum laude). Thesis topic: Persuasive Strategies to Increase Traffic Safety in Automated Driving.
<b>Civil service</b>	<i>September 2007 - June 2008</i> Caritas Association.
<b>Professional activities</b>	<i>Since March 2021</i> [current position] Postdoctoral researcher at the Human Factors department (Ulm University).  <i>October 2019 - March 2021</i> PhD student and research associate (Ulm University). Human Factors department.  <i>October 2016 - September 2019</i> 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.

**Professional 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:

*International ACM Conference on Automotive User Interfaces and Interactive Vehicular Applications (AutomotiveUI) & Conference on Human Factors in Computing Systems (CHI).*

**Supervised lectures**

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.

**Hobbies**

Bouldering, Mud-Runs, Skydiving.

**Languages**

German (native).  
English (fluent).