CV

Name	Philipp Hock
Date of Birth	July 06 1987
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Education

March 2021
PhD (Dr. rer. nat.) (grade: magna cum laude).
Thesis topic: Persuasive Strategies to Increase Traffic Safety
in Automated Driving.

March 2015
Master of Science in Computer Science (grade: 1.2).
Thesis topic: Interactive Belt – An Unobtrusive Input Device
for Head-Mounted Displays.

April 2012
Bachelor of Science in Computer Science (grade: 1.5).
Thesis topic: socket.js – A Secure Implementation
of sockets with Javascript and HTML5.

October 2008 - April 2015
Computer Science at Ulm University.

1994 - 2007
General university entrance qualification (grade: 2.6).

Civil service

September 2007 - June 2008
Caritas Association.

Academic path

April 2023 [current position]
Postdoctoral researcher at Linköping University

March 2021 – March 2023 [current position]
Postdoctoral researcher at the Human Factors department
(Ulm University).

October 2019 - March 2021
PhD student and research associate (Ulm University). Human
Factors department.

October 2016 - September 2019

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
AC @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.

Lectures & Teacher
Lecture for Interaction Programming (@LiU)
Teacher for Interaction Design (@LiU)

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.philipphock.rocks/