

# CV

<b>Name</b>	Philipp Hock
<b>Date of Birth</b>	July 06 1987
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<b>Education</b>	<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>
<b>Civil service</b>	<p><i>September 2007 - June 2008</i> Caritas Association.</p>
<b>Academic path</b>	<p><i>April 2023 [current position]</i> Postdoctoral researcher at Linköping University</p> <p><i>March 2021 – March 2023</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, Germany).

**Scientific reviews**

Annual reviews for:  
AutomotiveUI, CHI, MobileHCI, VRST

**Chairing**

Demo Chair @AutomotiveUI-23  
AC @AutomotiveUI-23

**Teaching activities**

*As Teacher:*

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, Critical Perspectives  
on AI (PhD course), Interaction Design.

*As Lecturer:*

Interaction Programming (2023)  
Interaction Design (2017)

**Other teaching activities**

*2011 - 2014*

Student assistant for Digital Media and Webengineering.

**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.philippphock.rocks/>

