

Curriculum Vitae

Name	Philipp Hock
Date of Birth	July 06 1987
Phone	0171 6148158
Email	philipp.hock@uni-ulm.de
School education	<i>1994 - 2007</i> General university entrance qualification (grade: 2.6).
University	<i>October 2008 - April 2015</i> Computer Science at Ulm University.
University degrees	<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.
Civil service	<i>September 2007 - June 2008</i> Caritas Association.
Professional activities	<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).