

Klasingstraße 25

33602 Bielefeld

Germany

☎ TODO+1 (234) 567 890

✉ swenninger@posteo.de

🌐 www.stephan-wenninger.github.io

in [stephan-wenninger](#)

🐙 [stephan-wenninger](#)

Stephan
WENNINGER



| Education

- 2018–2024 ○ **PhD Computer Science**, *Bielefeld University & TU Dortmund University*
- 2015–2018 ○ **MSc Intelligent Systems**, *Bielefeld University*
- 2011–2015 ○ **BSc Cognitive Sciences**, *University of Tübingen*

| PhD Thesis

- Title *Realistic Virtual Humans for VR Therapy of Body Image Disorders*
- Advisor Prof. Dr. Mario Botsch
- Abstract *Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.*

| Experience

- 2020–2024 ○ **Research Associate**, *TU Dortmund University*
Computer Graphics & Geometry Processing Group
Realistic Virtual Humans for VR Therapy
- 2018–2020 ○ **Research Associate**, *Bielefeld University*
Computer Graphics & Geometry Processing Group
3D Avatar Reconstruction From Smartphone Videos
- 2016–2018 ○ **Research Assistant**, *Bielefeld University*
Cognitive Systems Engineering Group
Smart assistance systems
C++ • C# • HTML • Java • Javascript • Python
- 2016–2016 ○ **Research Assistant**, *University of Duisburg-Essen*
Social Psychology "Media & Communication" Group
Programming a user study investigating virtual agents
Java • Python
- 2014–2015 ○ **Research Assistant**, *Max Planck Institute for Intelligent Systems, Tübingen*
Software Workshop Group
Developing an application for capturing data from Kinect camera streams
Automated video processing for recordings of presentations at MLSS 2015 Tübingen
C++ • C# • Python
- 2014–2015 ○ **Research Assistant**, *University of Tübingen*
Student tutor for the lecture Mathematics I

2013–2014 ○ **Research Assistant**, *Leibniz-Institut für Wissensmedien*, Tübingen
Social Processes Group
Programming study environments
Supervising user studies
HTML • Javascript

| Skills

Research Computer Graphics, 3D Geometry Processing
Code C++, Python, LaTeX
Libraries OpenGL, PMP, Eigen, ShapeOp, OpenPose, OpenCV, OpenVR, dlib
Programs Git, CMake, Agisoft Metashape, Blender

| Languages

German Native
English Fluent

| Publications

- [1] Maria Korosteleva, Timur Levent Kesdogan, Stephan Wenninger, Fabian Kemper, Jasmin Koller, Yuhan Zhang, Mario Botsch, and Olga Sorkine. **GarmentCodeData: A Dataset of 3D Made-to-Measure Garments With Sewing Patterns**. *Computer Vision – ECCV* (2024).
- [2] Stephan Wenninger, Fabian Kemper, Ulrich Schwanecke, and Mario Botsch. **TailorMe: Self-Supervised Learning of an Anatomically Constrained Volumetric Human Shape Model**. *Computer Graphics Forum* 43.2 (2024).
- [3] David Mal, Nina Döllinger, Erik Wolf, Stephan Wenninger, Mario Botsch, Carolin Wienrich, and Marc Erich Latoschik. **Am I the Odd One? Exploring (In)Congruencies in the Realism of Avatars and Virtual Others in Virtual Reality**. *Frontiers in Virtual Reality* 5 (2024).
- [4] Nina Döllinger, Erik Wolf, David Mal, Stephan Wenninger, Mario Botsch, Marc Erich Latoschik, and Carolin Wienrich. **Resize Me! Exploring the User Experience of Embodied Realistic Modulatable Avatars for Body Image Intervention in Virtual Reality**. *Frontiers in Virtual Reality* 3 (2022).
- [5] Erik Wolf, David Mal, Viktor Frohnapfel, Nina Döllinger, Stephan Wenninger, Mario Botsch, Marc Erich Latoschik, and Carolin Wienrich. **Plausibility and Perception of Personalized Virtual Humans between Virtual and Augmented Reality**. *Proc. of the IEEE International Symposium on Mixed and Augmented Reality (ISMAR)*. 2022.
- [6] Erik Wolf, Nina Döllinger, David Mal, Stephan Wenninger, Andrea Bartl, Mario Botsch, Marc Erich Latoschik, and Carolin Wienrich. **Does Distance Matter? Embodiment and Perception of Personalized Avatars in Relation to the Self-Observation Distance in Virtual Reality**. *Frontiers in Virtual Reality* 3 (2022).
- [7] Martin Komaritzan, Stephan Wenninger, and Mario Botsch. **Inside Humans: Creating a Simple Layered Anatomical Model from Human Surface Scans**. *Frontiers in Virtual Reality* 2 (2021).
- [8] Andrea Bartl, Stephan Wenninger, Erik Wolf, Mario Botsch, and Marc Erich Latoschik. **Affordable but not Cheap: A Case Study of the Effects of Two 3D-Reconstruction Methods of Virtual Humans**. *Frontiers in Virtual Reality* 2 (2021).
- [9] Stephan Wenninger, Jascha Achenbach, Andrea Bartl, Marc Erich Latoschik, and Mario Botsch. **Realistic Virtual Humans from Smartphone Videos**. *Proc. of the ACM Symposium on Virtual Reality Software and Technology*. 2020.