

Work Experience

04/2025 – 07/2025

Student Research Assistant, *University of Stuttgart*, Stuttgart

- Tutor for Human-Computer Interaction (HCI)
- Supporting students with exercises and projects in HCI
- Providing guidance in small groups and answering technical questions
- Teaching concepts of usability, interaction design and prototyping

Education

10/2022 – Present

B.Sc. Computer Science, *University of Stuttgart*, Stuttgart

Relevant Coursework: Software Engineering, Web Development, Modelling, HCI

Thesis: "The Squint Game – VR Input Modality Research" (in progress)

02/2021 – 02/2022

Studienkolleg, T-Course, *Karlsruhe Institute of Technology*, Karlsruhe

Qualification: Feststellungsprüfung (FSP)

Subjects: Mathematics, Computer Science, Physics, German

Overall Grade: 2.0

Technical Skills

Programming Languages

Java, JavaScript, C#, Python, SQL

Frontend

React, Next.js, Tailwind CSS

Backend

Spring Boot, Node.js, Express, REST APIs, PostgreSQL

Tools

Git, VS Code, Figma

Projects

The Squint Game – Bachelor Thesis,

- VR application exploring eye squinting as novel input method
- Tech: Unity, C#, VIVE OpenXR SDK, Python
- Conducted user studies with 13 participants

Pomodoro Timer + Todo App, Live Demo

- Productivity Web-App mit Timer und Task-Management
- Tech: JavaScript, CSS3, HTML5
- Responsive Design, GitHub Pages Deployment

Languages

German

Fluent (C1)

English

Intermediate (B1)

Vietnamese

Native