

### 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

Tools

Git, VS Code, Figma

### Projects

**The Squint Game – Bachelor Thesis**, *University of Stuttgart*

- VR application exploring eye squinting as novel input method
- Real-time gaze tracking with squint detection algorithm
- Tech: Unity, C#, VIVE OpenXR SDK, Python
- Conducting and evaluating user studies

**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