

CV

Name	Philipp Hock
Date of Birth	July 06 1987
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Email	philipp_hock@gmail.com
Education	<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>
Experience	<p><i>March 2023 (current position)</i> Postdoc at Linköping University, Sweden</p> <p><i>March 2021 – March 2023</i> Postdoc & Workpackage leader in the project SEMULIN (www.semulin.de) at Ulm University, Germany</p> <p><i>2017 - 2019</i> Lecturer for Interaction Design at the University of Design Schwäbisch Gmünd (Hochschule für Gestaltung Schwäbisch Gmünd, Germany).</p>
Academic path	<p><i>April 2023 [current position]</i> Postdoctoral researcher at Linköping University</p>

March 2021 – March 2023

October 2019 - March 2021

PhD student and research associate (Ulm University). Human Factors department.

October 2016 - September 2019

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.

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.philippdock.rocks/>

