Curriculum Vitae

Name	Philipp Hock
Date of Birth	July 06 1987
Phone	0171 6148158
Email	philipp.hock@uni-ulm.de
School education	*1994 - 2007* General university entrance qualification (grade: 2.6).
Study	*October 2008 - April 2015* Computer Science at Ulm University.
PhD & past	*March 2021* PhD (Dr. rer. nat.) (grade: magna cum laude). Thesis topic: Persuasive Strategies to Increase Traffic Safety in Automated Driving. *March 2015* Master of Science in Computer Science (grade: 1.2). Thesis topic: Interactive Belt – An Unobtrusive Input Device for Head-Mounted Displays. *April 2012* Bachelor of Science in Computer Science (grade: 1.5). Thesis topic: socket.js – A Secure Implementation of sockets with Javascript and HTML5.
Civil service	*September 2007 - June 2008* Caritas Association.
Professional activities	*Since March 2021* [current position] Postdoctoral researcher at the Human Factors department (Ulm University). *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.

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 courses

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.

Practical skills

Java, C#, Python, Javascript/HTML/CSS, R, C++, Unity, Unreal, Git, CAD, 3D printing, 3D modelling, driving simulators, it-security.

Non-tangible skills

Prototyping, problem solving, user studies, HCI, teaching, project management, presentations.

Hobbies

Bouldering, Mud-Runs, Skydiving.

Languages

German (native).
English (fluent).

more about me:
https://about.philipphock.rocks/