

Curriculum Vitae

SEBASTIAN MARWECKI

Languages

English (proficient)
German (native)

Correspondence

Tel: +49 176 44452229
sebastian.marwecki@gmail.com

Web / Portfolio

www.sebastian-marwecki.com

PROFESSIONAL SUMMARY

- Software engineering (5+ years): developed various user experiences and high fidelity prototypes using oo- and scripting languages (C#/.NET, among others)
- User research (5+ years): applied research methods in various projects, used stats packages (Matlab, R), identified user needs, sensitive to accessibility demands (motor rehab and group therapy settings)
- Other skills: editing tools (Adobe CS), prototyping (game engines)

WORK EXPERIENCE

2016-2021 **PhD research** in Human Computer Interaction, *magna cum laude*
Hasso Plattner Institute, Potsdam, Germany

- Designed/conducted/analyzed various UX studies/pilots/follow ups on numerous projects, including surveys, interviews, statistics
- Developed high-fidelity game prototypes and novel interaction techniques for XR/mobile/custom hardware
- Managed student teams (size 1-4)
- Developed research agenda: Virtualizing Physical Space (see web),
- Communicated insights / published work in combined 8 full papers, 3 as first author, at top tier research venues (CHI, UIST)
- Taught and managed multiple seminars and lectures on HCI

2019 **Research Intern** Perception and Interaction Group, 3 months
Microsoft Research, Redmond, USA

- Conducted psychophysics studies
- Researched and developed novel interaction techniques for VR using eye tracking

2013, 2021 **Founder** BomBasta Games (side project)

- Developed analog and digital family games, usability testing, production, logistics, etc.

EDUCATION

2014/2015 **Master's Degree** in Cognitive Systems and Interactive Media
Universitat Pompeu Fabra, Spain

- Developed a game for motor rehab after stroke (VR and exoskeleton), in-field evaluation and surveys
- Full scholarship from the German National Academic Foundation, Thesis: 4.8/5 (Spanish Grading)
- Teaching Assistant with Pompeu Fabra scholarship

2009-2013 **Bachelor's Degree** in Information Engineering
University of Konstanz, Germany

- Developed a game for autism group therapy (interactive tabletop), participatory design methods, in-field evaluation, expert interviews
- VEUK award for best Bachelor Thesis, Karl-Steinbuch Scholarship (MFG Foundation Baden-Wuerttemberg), Thesis: 1.0 (German Grading)
- Research Assistant, Working Group of HCI (2012-13)