

Yannick Weiss

Munich, Germany | contact@yannick-weiss.com | yannick-weiss.com

I am an **HCI Researcher** and **Ph.D.** student in the field of **Human-Computer Interaction (HCI)** at **Ludwig-Maximilians-Universität (LMU)** in Munich. My research focuses on haptic perception in extended reality scenarios, from uncovering the underlying processes of multisensory perception to creating and adapting haptic experiences for virtual and augmented environments.

Professional Experience

Researcher

LMU Munich | Media Informatics Group

02/2021 – Present

Munich, Germany

- Conducted literature reviews, lab-based user studies, and surveys; analyzed quantitative and qualitative data and developed software and hardware prototypes
- Led and collaborated on research projects in teams of 3–7 people
- Taught master's-level courses and supervised more than 20 bachelor's and master's thesis students
- Recruited and mentored a research assistant
- Developed and coordinated teaching plans across three university chairs, involving four professors and 30+ postdoctoral/doctoral researchers

Software Engineer

Freelance

02/2021 – 04/2022

Munich, Germany

- Developed real-time 2D and 3D visualizations of live and simulated data in Unity3D for digital twin applications
- Contributed to a cloud-based system for distributing digital twins and 3D meshes
- Developed networking functionality for VR demos

Working Student | Software Development XR

Siemens AG | Department: Simulation and Digital Twin

11/2018 – 12/2020

Munich, Germany

- Developed high-fidelity prototypes as well as shipped products and solutions
- Focus on 3D real-time applications, virtual reality, and augmented reality
- Designed and developed a cross-platform real-time collaboration and networking framework

Education

Ph.D. in Human-Computer Interaction | LMU Munich, Germany

2021 – Present

Dissertation: Designing Haptic Experiences Through Sensory Illusions
Focus: haptics & multimodal perception, extended reality (XR), user studies, prototyping, quantitative and mixed-methods evaluations

M. Sc. in Human-Computer Interaction | LMU Munich, Germany

2018 – 2021

Thesis: Pretty Fly for a UI – Design of a Drone-Based Haptic User Interface for Mixed Reality

Focus: virtual reality, haptics, interaction design, human-robot interaction

Grade: **1.0** (very good, equivalent to a GPA of 4.0/4.0)

B. Sc. in Online Media | Hochschule Furtwangen University, Germany

2012 – 2018

Thesis: Natural Language User Interfaces for Virtual Reality Applications

Focus: natural language interfaces, virtual reality, interaction design, UX research

Grade: **1.4** (very good, equivalent to ~3.7/4.0 GPA)

Skills

Languages:	German (native), English (business fluent)
Software/Hardware:	C#, Python, JavaScript, Unity3D, 3D Modeling & Printing, machine learning (supervised learning, reinforcement learning)
Research Methods:	User studies, quantitative & mixed methods, psychometric methods, physiological measurements, interviews, structured literature reviews (SLR), laboratory studies, online surveys
Data Analysis:	Python, R, parametric & non-parametric tests, linear regressions, mixed models, psychophysical analysis, EEG analysis

Awards

Unity Awards 2020 from Unity Technologies – Best project in Automotive, Transportation & Manufacturing – for **"Virtual Simulation Lab by Siemens"**

Industry VR Award 2018 from VR Now Con & Awards – for Project **"B. Braun Aesculap Spine VR"**

Volunteer Work

Reviewing:	Reviewed research for international conferences and journals in HCI and interactive technologies. Received five awards for outstanding reviews.
Conferences:	Served on four conference program committees as associate chair, coordinating peer review and evaluating submissions. Supported two international conferences as in-person student volunteer.