

## Thomas Joshua Bruhn

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Research Interest: Mixed Reality, Expert Tools, Novel Interaction

### EDUCATION

2019 - Present

*M.Sc. - Human-Computer Interaction & Design*

Double Degree by EIT Digital Master School - Aalto University (Helsinki, Finland) and Université Paris-Saclay (Orsay, France)

- **Thesis Topic** Dealing with Short-Term Absence in Extended Reality Remote Collaboration in the Context of Archeological Planning (Grade 19, Highest 20 - 0 Lowest)
- **Expected Graduation** September 2021
- **Merit Scholarship** granted by EIT Digital Master School, based on my application for the program
- **Representative Courses:** Advanced Immersive Interactions, Emergent User Interfaces, Computational User Interface Design, Usability Evaluation, User-Centered Methods for Product and Service Design, Human-Computer Interaction, Programming of Interactive Systems, Serious Games

2014 - 2018

*B.Sc. - Media Computer Science (Grade: 2.4, Highest 1 - 6 Lowest)*

*Technische Universität Dresden (Dresden, Germany)*

- **Thesis Topic** *Enhancing Knowledge-Transfer for Digital Exhibitions via Augmented Reality (Grade: 1.7, Highest 1 - 6 Lowest)*
- **Representative Courses:** *Mathematical Methods for Computer Science, Algorithms & Data Structure, Information & Coding Theory, Software Engineering, Computer Architecture, Database Systems and Computer Networks, Operating Systems & Data Security, Computer Graphics, Psychology and Didactics of Media, Web and Multimedia Engineering, Media and Media Streams, Media Design*

### EXPERIENCE

March 2021 - Present

*Research Intern*

*LISN - Laboratoire Interdisciplinaire des Sciences du Numérique, issu des équipes du LIMSI et du LRI (Orsay, France)*

- *Work on a remote collaborative extended reality platform for archaeologists to share, annotate, and analyse data*
- *Development for the HoloLens 2 & HTC Vive Pro with Unity*
- *Conduct user research, workshops, and experiments with archaeologists*

October 2019 - February 2020

*Research Assistant*

*Ceama Project (Helsinki, Finland)*

- *Project combines Artificial Intelligence and Augmented Reality for assistance in assembly and maintenance*
- *Worked on the design and development of a client application for Vuzix M400 smart glasses*

2017 - 2019

*Web Developer - Front-End Development & Testing  
scanacs GmbH (Dresden, Germany)*

- *Worked on the development of a cloud-based application to administrate the communication of pharmacies and medical insurance companies*
- *Became familiar with agile development in a start-up environment and developed skills to work independently as part of a team with diverse skillsets*

April 2019 - Present

*Freelancing - UI/UX Designer*

- *Improve and architect user interface for mental wellbeing application. Create interactive prototype, in communication with client and developer.*
- *Small gigs for usability and user experience evaluations*

## SKILLS

***Design Methodologies:*** Information Architecture, Cognitive Walkthrough, Heuristic Evaluation, Affinity Mapping, Interface Design, Storyboarding, Prototyping, Wireframes, Personas

***Design Technologies:*** Miro, Figma, Adobe XD, Affinity Design

***Programming Languages:*** Python, JavaScript, Java, C#, PHP, Dart, HTML, CSS, XML

***Programming Technologies:*** Unity, Flutter, MongoDB, Android Studio, React, Node.js, D3.js, Bootstrap, SASS

***Languages*** German (native), English (fluent)