



Sebastian Weiß

Research Engineer

Human-Computer Interaction specialist with expertise in AR/VR and Unity, translating research into practical solutions. A forward-thinking professional committed to shaping the future of interactive technologies by combining academic insights with a passion for creating user-centric and immersive experiences.

Contact

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Certificates

- Project Management Compact
- Leading Without Formal Power
- Developing Business Models
- Academic Presentations

Expertise

- HCI Research
- Unity3D
- Project Management
- Requirement Engineering
- C# Programming
- Scientific Writing
- XR Development

Languages

German (native)

English (C1)



Experience

Senior Researcher

OFFIS – Institute for Information Technology, Oldenburg, Germany

2017 – Present

As a researcher at OFFIS, I developed experimental software for virtual reality (VR) research based on extensive requirement engineering, following the human-centered design process. I built knowledge of GIT, project management, R, and have an extensive knowledge in Unity3D. I managed small projects in the form of final theses (bachelor and master) as well as the conception, setup, and maintenance of a research lab for mixed reality. My academic contributions specialise in inducing and quantifying stress levels within the nursing context, using VR.

Technical Lead

DZNE German Center for Neurodegenerative Diseases, Magdeburg, Germany

2016 – 2017

As the technical lead at DZNE, I was responsible for a team of three developers. We created experiment environments and developed code to run and log experiments in neuroscience. Experiments were executed in Unity3D, coded in C# based on the requirements by the researchers. The workflow included requirement engineering, data logging, and evaluation, as well as quality assurance.

iOS Developer

Freelance Work – self employed

2015 – 2016

Parallel to achieving my master's degree, I did freelance work with iOS. Most tasks focused on bug fixing for existing applications.

Junior Software Engineer

ICT – Hildesheim, Germany

2012 – 2014

My tasks at ICT included developing an iOS application that utilized a Bluetooth connection to an OBD adapter within cars, visualising information for a racing-style dashboard application for auto enthusiasts. Further, I supported project partners with the development of an application that functions similarly to Android Auto.



Education

PhD (Dr. Ing.), Carl von Ossietzky University, Oldenburg

2017 – Present, Thesis defence pending

Master of Science, Otto-von-Guericke University, Magdeburg

2014 – 2016

Bachelor of Engineering, Jade Hochschule, Wilhelmshaven

2007 – 2012