



VALENTIN PULS

CURRICULUM VITAE

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Hi,

my name is Valentin Puls and I am Interaction Designer and UX Researcher. During my bachelor studies I got interested in interactive media and how it can shape our spare time - as games - as well as our every day life by providing meaningful interactions.

I followed this path in the scope of my masters degree and focused on conception and prototyping of innovative forms of human interaction with computation, especially *Augmented Reality*. I am still eager to learn more in this field as well as to design and create enjoyable software for users and businesses.



Education

UNIVERSITY OF SIEGEN TODAY
M. SC. HUMAN COMPUTER INTERACTION - OCTOBER 2016

The master program focused on the design, prototyping and evaluation of interactive systems with strong regard to qualitative user research and user centered design approaches. It was complemented by supplementary subjects in e-commerce and IT-security.

MY FOCUS **GRADE**
UX, Design for Well-being, Overall: 1.1
Augmented Reality, Prototyping, Master Thesis: 1.0
Programming

UNIVERSITY OF BAYREUTH SEPTEMBER 2016
B. A. MEDIA SCIENCE AND PRACTICE - OCTOBER 2013
MINOR ECONOMICS

The bachelor program conveyed theoretical and practical knowledge regarding the analysis and creation of audio-visual and interactive, digital media. Additionally, the minor subject dealt with economics and management.

MY FOCUS **GRADE**
Game Development, Game Design, Overall: 1.6
Agile Project Management, Game Bachelor Thesis 1.0
Studies

GABELSBERGER GYMNASIUM MAINBURG AUGUST 2013
ABITUR - SEPTEMBER 2001

Secondary school education and acquisition of the general matriculation standard.

EXAMINATION SUBJECTS **GRADE**
Maths, German, English, 1.7 (705 out of 900 points)
History (colloquial), Biology
(colloquial)



Work Experience

PULS AUTOTECHNIK TODAY - APRIL 2021
IT ADMINISTRATOR / WEB DEVELOPER

Coordination and execution of the renewal and migration of central IT infrastructure to an external data center. This included the setup, integration and documentation of internal software and services.

Furthermore, the design and development of a business website using latest web technologies as well as complementing the existing Corporate Design..



Methods & Skills

METHODS

SCRUM ● ● ○ DESIGN THINKING ● ● ●
USER CENTERED DESIGN ● ● ● QUALITATIVE USER RESEARCH ● ● ○
DESIGN FICTION ● ● ●

SOFT SKILLS

TEAMWORK ● ● ●
PRESENTING ● ● ●
MOTIVATION ● ● ●
COMMUNICATION ● ● ○

PROGRAMMING

C# ● ● ●
.NET ● ○ ○
JAVASCRIPT ● ● ○
HTML ● ● ○
CSS ● ● ○



Tools

2D GRAPHICS

AFFINITY SUITE ● ● ●
PHOTO DESIGNER ● ● ●
PUBLISHER ● ● ○

VIDEO/ANIMATION

ADOBE SUITE ● ● ●
PREMIERE ● ● ○
AFTER EFFECTS ● ● ○

3D GRAPHICS

BLENDER ● ● ●
3DS MAX ● ○ ○
MAYA ● ○ ○

INTERAKTION

UNITY ● ● ●
VISUAL STUDIO ● ● ●
AXURE ● ● ●
VUEJS/NUXT ● ● ○

OTHER TOOLS

MS OFFICE LATEX TRELLO ASANA SOURCETREE GITHUB MAXQDA



Research Interests

AUGMENTED REALITY GAME DESIGN
VIRTUAL REALITY INTERFACE DESIGN
USER EXPERIENCE DESIGN FOR WELL-BEING
INTERACTION DESIGN MULTIMODAL INTERACTION



Activities

GAMING & TV SERIES BLOGS NEWS
MAKING COFFEE READING
RUNNING NOVELS
PLAYING PIANO



Awards

CSCW CHALLENGE MENSCH UND COMPUTER 2017

SEPTEMBER 2017

Awarded for the project *TIC - The Ideation Cube* by the expert group *CSCW & Social Computing* der *Gesellschaft für Informatik e.V.* in the scope of the *Mensch & Computer 2017* conference at the University of Regensburg.



Languages

GERMAN	Mother Tongue	SPANISH	A2 Level
ENGLISH	C1 Level	LATIN	Qualification in Latin



Personal Information

DATE OF BIRTH	05/11/1994	NATIONALITY	German
PLACE OF BIRTH	Mainburg	MARITAL STATUS	single

MY TASKS

market analysis server technology for SMEs, migration and setup of software and services, web development, internal IT support, knowledge management (maintaining internal Wikis)

USED TOOLS

nodejs, nuxt, vuejs, Wordpress, Affinity Designer, Wireshark, Ubuntu, pfSense, MoinMoinWiki, ejabberd

AUDI ELECTRONICS VENTURE GMBH INTERN

SEPTEMBER 2019
- JUNE 2019

Support of ongoing projects in the *UX/HMI* unit, which is part of the predevelopment section of the *AUDI AG*. I dealt with diverse topics during the internship, e.g. designing user interfaces in the context of *Autonomous Driving* or *Permission Management* for mobile as well as car-based platforms and building an interactive prototype for a next-gen navigation map.

MY TASKS

Market analysis and literature research, conception and implementation of user studies, conception and implementation of an interactive prototype

USED TOOLS

Unity, blender, LimeSurvey, GIMP, Inkscape, Microsoft Office

UNIVERSITY OF SIEGEN STUDENT ASSISTANT

DECEMBER 2019
- JANUARY 2017

Participation in the research project *Cyberrüstern 4.0* (until March 2019) and subsequent position at the competence center *Mittelstand 4.0*. The project goal was the conception, implementation and evaluation of an AR application to assist industrial workers with the equipping process of machines. The competence centre focused on the support of digitalization processes in small and medium-sized enterprises.

MY TASKS

conception of an AR *User Interface* for *Microsoft HoloLens*, implementation of application features

USED TOOLS

Unity, Visual Studio, Trello, Axure, 3dsMax, Maya, Sourcetree, Github, Git

UNIVERSITY OF BAYREUTH STUDENT ASSISTANT

MARCH 2016
- NOVEMBER 2015

Working for the *Chair of Digital Media* in the area of teaching.

MY TASKS

correction of students' works, support of students in classes, organisation of events, like the *Global Game Jam*

USED TOOLS

Unity, 3dsMax, Maya, Redmine, Sourcetree, Git

WHITE PONY GBR INTERN

APRIL 2016
- NOVEMBER 2015

Working for a young start up which was developing the AR game *Eosis: Raiders of Dawn*.

MY TASKS

conception and application of a communication strategy with focus on social media

USED TOOLS

Trello, Google Analytics, Facebook Analytics, Tweetdeck

UNIVERSITY OF BAYREUTH STUDENT ASSISTANT

OCTOBER 2015

Working for the *Chair of Digital Media* for the organisation of the *GfM Conference 2015*.

MY TASKS

support of organisers and technical support for speakers