

MARC AUF DER HEYDE

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OBJECTIVE

I am primarily looking to gain experience in software engineering through development focused roles. Expanding my skills in this area will allow me to pursue my goal of furthering my practical knowledge in human computer interaction (HCI) research and development. My main HCI interests lie mainly in user experience and usability research and are areas I have been involved in since my 3rd year Team Project in the 2020-2021 academic year.



EDUCATION

American High School Diploma | John F. Kennedy School, Berlin

SEP 2015 – JUL 2017

Graduated with a GPA of 3.384/4.0, 1410/1600 on the SAT and five AP exam scores of 5, including the subjects of AP Calculus AB and AP Computing Science.

BSc in Computing Science | University of Glasgow

SEP 2018 – JUN 2022

Graduated with **honors of the first class (1:1)** and a **GPA of 20.05/22** with a specialization in human computer interaction. Receiver of the 2019 JP Morgan Level 2 Class Prize and the 2022 Free year of BCS award for one of the highest degree GPAs in Computing Science.

Received a grade of **A2** in Algorithmics I, Human-Computer Interaction, Human-Centered Security, and the 4th year Individual Project.

Received a grade of **A3** in Database Systems, Cyber Security Fundamentals, Data Fundamentals, Professional Skills and Issues, Computational Social Intelligence, Research Methods and Techniques, and the 3rd year Team Project.



EXPERIENCE

Online Marketing Intern | Zanox AG

MAR 2015 – APR 2015

Interned in Zanox AG's Key Account Management Team.

Software Engineering | Robbin & Co.

JUN 2020 – SEP 2020

Led development of a React Native & Firebase mobile application.

Web Developer | Daniel Lazar

JUN 2020 – SEP 2021

Redesigned Daniel Lazar's personal teaching website with long-term support for maintenance.

Graduate Teaching Assistant | University of Glasgow

SEP 2020 – JUN 2022

Helped demonstrate 1st year Undergraduate Computing Science course, CS1P, which teaches programming fundamentals through python tutorials.

Research Intern | Viajero-project, University of Glasgow

JUN 2021 – SEP 2021

Developed and conducted an in-person experiment examining the effects of visual motion cues in helping mitigate virtual-reality-induced Cybersickness. The study is being published and presented as a short paper at AutomotiveUI 2022.

Research Intern | Multimodal Interactive Group (MIG), Logitech & University of Glasgow

JUN 2022 – SEP 2022

Developing and conducting an in-person experiment benchmarking augmented reality input interactions, followed by an in-person experiment evaluating those input interactions in mobile augmented reality settings. The mobile study extends my 4th year dissertation project and was funded by Logitech.



SKILLS

- Python, Java, C#, JS, programming.
- Practical experience conducting user studies.
- Unity & VR/AR Development.
- Graphic design (Adobe Photoshop), Microsoft Office.
- Fluent in English & German.
- Experimental design and research.
- Web Development (React, Django, WordPress, HTML, CSS, etc.)
- Web Hosting Management + Admin.
- Database Management/SQL.
- Presentation & Communication.
- Basic level of Spanish.



ACTIVITIES

I built and launched **theyoungauthors.com** in 2015, which was intended to be a tool for young writers to freely publish their material and get feedback from other young writers to help them improve their writing skills. This was my first experience with web development and administration.

President of the **Harm Reduction Society** at the University of Glasgow in the academic sessions 2019-2020 & 2020-2021. I founded the Harm Reduction Society in March 2019 to introduce harm reduction education at the University of Glasgow. This was motivated by Scotland having one of the highest drug-related death rates in Europe. Harm reduction focuses on reducing drug addiction through kindness, compassion and caring, and aims to treat drug addiction as a health issue rather than criminalizing addicted users. Together with the Student Representative Council of the University the society planned harm reduction workshops in which students would be educated on harm reduction principles, including how to use drug testing kits, etc.

During the 2020 lockdown, together with two friends I created a charity calendar, which we sold later in the year. The entirety of the profits (1345 pounds) was donated to the **Campaign Against Living Miserably (CALM)**, a men's mental health charity.