

## Curriculum Vitae

### Markus Lorenz Schilling

Senior Interaction Designer  
Educe Design & Innovation

*Master of Arts, Bachelor of Arts*

<http://www.malosch.com>

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## Education

### Simon Fraser University, Vancouver, BC

Master of Arts (MA) Interactive Arts and Technology; 4.0 GPA  
*September 2012 - December 2016*

### University of Design, Schwäbisch Gmünd

Bachelor of Arts (BA) Interaction Design; 4.0 GPA  
*October 2008 - February 2012*

### Advanced Technical College Qualification, Waldshut-Tiengen

Technical Diploma Information Technology  
*October 2003 - June 2006*

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## Awards and Honors

### Winner, Innovationspreis 2013, Baden-Württemberg

Project: "in my fridge"

### Annual Multimedia Award 2013

Project: "in my fridge"

*Presented in the Annual Multimedia yearbook 2013*

### Annual Multimedia Award 2013

Project: "Prototyping Interfaces – Interactive Sketches with VVVV"

*Presented in the Annual Multimedia yearbook 2013*

### :output award

Project: "Prototyping Interfaces – Interactive Sketches with VVVV"

*Presented in the :output yearbook 2012*

### 1st Place, World Usability Day 2011, Mannheim

Project: "in my fridge"

*November 10th, 2011*

### Winner, Übermorgenmacher 2012, Baden-Wuerttemberg

Project: "in my fridge"

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## Teaching Experience

### Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor teaching the 4th-year interaction design elective "Emerging Technologies"  
*January 2019 - April 2019*

### Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor teaching the 2nd-year interaction design elective "UX Sketch, Prototype, Test"  
*September 2018 - December 2018*

### Emily Carr University of Art and Design, Vancouver, BC

Sessional instructor teaching the 4th-year interaction design elective "Emerging Technologies"  
*January 2017 - April 2017*

## Teaching Experience

(continued)

### **Emily Carr University of Art and Design, Vancouver, BC**

Sessional instructor with Sabrina Hauser, teaching the 2nd-year core interaction design course  
*January 2017 - April 2017*

### **Emily Carr University of Art and Design, Vancouver, BC**

Sessional instructor with Sabrina Hauser, teaching the 2nd-year core interaction design course  
*January 2016 - April 2016*

### **Simon Fraser University, Vancouver, BC**

Teaching assistant under Gabriela Aceves-Sepulveda for "IAT 100 - Digital Image Design"  
*May 2015 - August 2015*

### **Simon Fraser University, Vancouver, BC**

Teaching assistant under Mark Nazemi for "IAT 267 - Introduction to Technological Systems"  
*January 2015 - April 2015*

### **Simon Fraser University, Vancouver, BC**

Instructor with Sabrina Hauser, leading a portfolio design workshop  
*April 2013 - July 2013*

### **Simon Fraser University, Vancouver, BC**

Teaching assistant under Ron Wakkary for "IAT 338 - Interactive Objects and Environments"  
*January 2013 - April 2013*

### **University of Design, Schwäbisch Gmünd**

Instructor teaching VVVV to fellow students during 6th and 7th semester  
*March 2011 - February 2012*

### **University of Design, Schwäbisch Gmünd**

Instructor teaching Processing to fellow students during 1st, 2nd and 3rd semester  
*October 2008 - February 2010*

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## Work Experience

### **Educe Design & Innovation, Vancouver, BC**

Interaction Designer  
*August 2017 - present*

### **Health Design Lab, Vancouver, BC**

Project lead with Caylee Raber for a mobile application in health services  
*August 2016 - April 2017*

### **Intuity Media Lab GmbH, Stuttgart**

Interaction Designer  
*March 2012 - August 2012*

### **Intuity Media Lab GmbH, Stuttgart**

Interaction Designer (Freelancer)  
*August 2011 - September 2011*

### **MESO Digital Interiors, Frankfurt a.M.**

Interaction Designer (Internship)  
*September 2010 - February 2011*

### **University of Design, Schwäbisch Gmünd**

Research assistant for the concept and design of an in-house information system  
*March 2010 - April 2010*

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## Publications

**Heng, T. B., Berger, M., Beyzaei, N., Gupta, A., Shaw, C., Raber, C., ... Ipsiroglu, O.**  
Sleep-Wake-Behaviour App: Towards developing a database for informing e-coaching solutions for neurodevelopmental disorders in children. In Proceedings of the 12th EAI International Conference on Pervasive Computing Technologies for Healthcare - PervasiveHealth '18 (pp. 371-377). New York, NY, USA: ACM Press.

**Schilling, M. L., Wakkary, R., & Odom, W.**  
Focus Framework: Tracking Prototypes' Back-Talk. In Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction. Stockholm, Sweden: ACM Press.

**Hauser, S., Wakkary, R., Odom, W., Desjardins, A., Lin, H., Dalton, M., ... de Boer, G.**  
Deployments of the table-non-table: A Reflection on the Relation Between Theory and Things in the Practice of Design Research. In Proceedings of the conference on Human Factors in Computing Systems (CHI '18). ACM Press.

**Desjardins, A., Wakkary, R., Odom, W., Lin, H., and Schilling, M.**  
Exploring DIY tutorials as a way to disseminate research through design, Interactions Magazine, ACM Press.

**Schilling, M. L. (2016, December 15).**  
Focal Point: Analyzing the Shift Of Focus When Prototyping (Master of Arts). Simon Fraser University.

**Wakkary, R., Lorenz Schilling, M., Dalton, M., Hauser, S., Desjardins, A., Zhang, X., and Lin, H. (2015).**  
Tutorial Authorship and Hybrid Designers: The Joy (and Frustration) of DIY Tutorials (pp. 609-618). ACM Press.

**Barth, J., Lukas, M., Grasy, R., Leinberger, J., and Schilling, M.L. (2013).**  
Prototyping Interfaces: Interaktives Skizzieren mit VVVV (engl. Prototyping Interfaces: Interactive Skteching with VVVV). Verlag Hermann Schmidt Mainz.

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## Conferences & Exhibitions

**Design Chair**  
CHI 2016, San Jose, CA  
*May 2016*

**Media/Communication Chair**  
DIS 2014, Vancouver, BC  
*June 2014*

**Exhibition of BA Thesis "Prototyping Interfaces"**  
See Conference #7, Wiesbaden  
*April 2012*

**Exhibition of BA Thesis "Prototyping Interfaces"**  
Leipzig Book Fair, Leipzig  
*March 2012*

**Exhibition of student project "in my fridge"**  
World Usability Day, Mannheim  
*November 2012*

**Assistance**  
node10 - Forum for Digital Arts, Frankfurt  
*November 2010*

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## Other Qualifications

### Languages

German (native)

English (professional proficiency)

### Practical skills

PC, Macintosh, Adobe Master Suite (AE, Ai, Br, Dw, Fl, Fw, ID, Ps), Sketch App, Invision, Affinity Designer, Affinity Photo, Processing, VVVV, Arduino, SQL, HTML 5, CSS 3, PHP, WordPress, MS Office, JavaScript, jQuery, Cinema 4D, Open Office, Expression Blend, Camtasia

### Professional knowledge

Interaction Design, User Experience, User Interface Design, Human Computer Interaction, Rapid Prototyping, Digital Fabrication, vvvv, Arduino, Wire Framing, Information Architecture, Usability, Photography, User-centered Design, Visual Design, Graphic Design, Corporate Identity, Corporate Design, Electronics, Design Research, Qualitative Research, Research through Design, Teaching, Web Design, Theory of Design, Project Planning, Project Leadership

### Personal interests

Design, Research, Teaching, Technology, Sustainability, Climbing/Bouldering, Skiing, Running, Hiking, Camping, DIY, Traveling, Photography, Music, Reading, Video Games

### Social commitments / Affiliations

Sessional instructor at Emily Carr University of Art and Design

Member of the Sitka Society for Conservation

Former teaching assistant at Simon Fraser University

Former VVVV and Processing instructor at University of Design

Former member of the editorial staff of "FORMAT", University of Design's official magazine

Former member of the General Students' Committee at University of Design

Former member of the soccer club "FC Eintracht Stetten"