Annalena Streichert ⚲ Stuttgart, Germany

⌗ annalena.dev | @ annalenastreichert@gmail.com | 🅛 linkedin.com/in/annalena-streichert | ☎ +(49) 152-55824184

EDUCATION

Ludwig-Maximilians-University of Munich   Munich, Germany
Master of Science in Human-Computer-Interaction   *Apr. 2020 – Jun. 2022*

Relevant Coursework: Virtual & Augmented Reality, Machine Learning, Human-Computer-Interaction

The University of British Columbia   Vancouver, BC, Canada
Master's Thesis   *Sep. 2021 – Apr. 2022*

Thesis: "Investigating 3D Virtual Assembly Assistants That Point Into the Real World". Developed an avatar with pointing gestures for a fish tank virtual reality display in Unity and conducted a user study.

University of Stuttgart   Stuttgart, Germany
Bachelor of Science in Computer Science   *Oct. 2016 – Mar. 2020*

Relevant Coursework: Software Development, Data Structures & Algorithms, Computer Graphics, Artificial Intelligence

SKILLS

Programming Languages: Proficient in C#, Python, Java; Familiar with JavaScript, HTML/CSS
Software/Tools: Unity, Blender, Vuforia, Figma, Sketch

EXPERIENCE

BMW Group   Oct. 2020 – Jun. 2021
Software Engineer / User Experience Intern   *Munich, Germany*

- Developed a rapid prototyping application for multiple UX/UI design and software engineering teams allowing them to send their prototypes to the car to improve and speed up their prototyping process. Implemented using C# and Unity.
- Built a 3D driving simulator in Unity and enabled streaming contents from a real car into the virtual scene.
- Contributed to UX concepts and research for BMW's Intelligent Personal Assistant.

University of Stuttgart Visualization Research Center (VISUS)   Dec. 2019 – Mar. 2020
Software Engineer / Research Assistant   *Stuttgart, Germany*

- Implemented a Unity prototype for using haptic gloves to draw in virtual reality for the usage in future research studies.
- Authored and published my bachelor's thesis as a conference paper.

Mercedes-Benz AG   Oct. 2018 – Apr. 2019
Software Engineer Intern   *Sindelfingen, Germany*

- Developed an application for the analysis of map data using PostgresSQL and Python.
- Contributed to system development for automated driving.

PROJECTS

VR Coding Escape Room | *C#, Unity, Steam VR, XR Interaction Toolkit*   Apr. 2021 – Aug. 2021

- Built an escape room app for learning programming in virtual reality.

AR IoT Privacy Awareness App | *C#, Unity, AR Foundations Framework*   Apr. 2021 – Aug. 2021

- Implemented a mobile app to support privacy awareness of users by detecting IoT devices and visualizing their sensors in augmented reality.

In-Car Social VR App | *C#, Unity*   Apr. 2021 – Jul. 2021

- Developed a prototype for a social VR app in Unity, which allows passengers to experience a connected journey with others while driving.