

Mark Huber

Master of Science in Human-Computer Interaction

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Professional profile

I am a UX Designer. I prototype, build, and evaluate new technologies by using quantitative and qualitative methods to understand what people do and need everyday.

Experience

HP Labs, Palo Alto, U.S.A.

Visiting Researcher, Oct '14 - present

- Design and implementation of a groupware system for collaboration between remote teams.
- Analysis of user requirements on a company wide scale and iterative improvement of the design and features.

University of Siegen, Siegen, Germany

Research Assistant, Jan '14 - present

- Research & design on the "Quantify Yourself"-aspect for domestic behavior such as energy consumption and private finance management.
- Development of an expense tracking app that is based on theories of behavioral design. First results were published at #CHIMoney at CHI'14.

deltra Business Software GmbH & Co. KG, Detmold, Germany

User Experience Designer, Apr - Jun '14

- Designed an Axure app for the existing desktop version of the Orga-Max Software (popular German program for small and medium sized companies for raising invoices).

Culture Lab at Newcastle University, Newcastle, UK

Digital Interaction Intern, Apr - Jun '13

- Evaluated a video browsing software (Panopticon) by using an eye tracker and usability tests.
- Panopticon is a highly efficient tool to find specific events in video lectures. Results were awarded with the best paper at CHI'14.

Tsinghua University, Beijing, China

Interaction Design Intern, Sep '12 - Mar '13

- Developed an on-screen keyboard software for Parkinson patients
- Designed the UI and evaluated the usability as well as developed the German version.

Streetlight Intelligence, Inc., Victoria, Canada

Data Analysis Intern, Feb - Apr '11

- Analyzed data about the lifetime of streetlights using MySQL 2008.
- Reported and presented results with VBA-Coding.

Education

Master of Science@Univ. of Siegen

Human-Computer Interaction, 2011 - 2014

Exchange Semester@Tsinghua Univ., China

Computer Science, Sept 2012 - Mar 2013

Bachelor of Arts@University of Regensburg

Information Science & Philosophy, 2008 - 2011

Qualifications & Skills

Design

User-Centered Design through Rapid Prototyping (Low & High Fidelity) and Usability Testing

Program Tools

Axure, Balsamiq Mockups, JustInMind, Adobe Creative Suite

Research Methods

Case Study and Research through Design Qualitative (Observation, Interviews, Think Aloud, Sketches, etc.) & Quantitative (Eye-Traker, A/B Tests, etc.)

Coding

JavaScript, HTML, CSS, SPSS, MySQL, C# Java, C and Android (Basic)

Languages

German & English (fluent)
French & Mandarin (beginner)
Latin proficiency certificate

Awards

Best Paper@CHI'14

Rugby Championship@Bavaria'09 & '11

Selected Publications

Nicholson, J.; Huber, M.; Jackson, D. & Olivier, P. (2014). Panopticon as an eLearning Support Search Tool. CHI'14 Toronto, Canada.

Huber, M. & Stevens, G. (2014). Emotion & Money: How to Rematerialize Household Accounting Practices. CHI'14 Workshop.

Haux, M.; Huber, M.; Milke, V. & Regler, B. (2012). Project SmartCart. An Integrated Shopping Support System. Technical Report, Universität Siegen.