


BENEDICT ARIA GRUBER

Curriculum Vitae

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EDUCATION

University of California Berkeley, Study Abroad

 frontend development · ux design · ux research · hci research · academic writing · quantitative methods · qualitative methods · usable security · social impact · public policy · political psychology · social psychology · study design · statistics ·


08/2021 - 02/2022

Technical University of Munich, Human Factors Engineering (MSc)

 ergonomic principles · industry standards · accessibility · human factors · cognitive psychology · usability engineering · ux research · ux design · hci research · statistics · quantitative evaluation · study design · experiment design · prototyping techniques · frontend development · visualisation · augmented reality · ethics · social impact · interdisciplinary work ·


10/2018 - 03/2024

Center for Digital Technology and Management, Technology Management (Hons)

 trend research · ideation techniques · prototyping techniques · business planning · entrepreneurship · project management · consulting · brand development · market entry ·


08/2018 - 12/2021

Technical University of Munich, Political Science (BSc)

 political theory · policy analysis · public policy · international relations · comparative politics · macroeconomics · microeconomics · big data · public law · digital humanities · social computing · social impact · data analysis · machine learning · empirical methods · study design · statistics ·


10/2016 - 03/2025

Newcastle University, Study Abroad (Erasmus)

 requirements engineering · software engineering · ubiquitous computing · embedded systems · ux research · interaction design · web design · social psychology · human factors · perception · accessibility · statistics ·


08/2015 - 02/2016

Technical University of Munich, Computer Science (BSc) & Psychology (minor)

 object-oriented programming · functional programming · procedural programming · logic programming · machine code · algorithms · datastructures · databases · embedded systems · software engineering · OS design · mathematics · logic · theoretical computer science · numerical analysis · information theory · network theory · augmented reality · game physics · robotics · visual computing · HCI · social psychology · clinical psychology · cognitive psychology · human factors · developmental psychology · study design · statistics ·

10/2012 - 03/2017

Technical University of Munich, Computer Science (Junior Study)

 object-oriented programming · functional programming · databases · algorithms · datastructures · numerical analysis · algebra · software engineering · embedded systems ·

10/2011 - 09/2012

EXPERIENCE

City Councillor, Free State of Bavaria

Stadt Moosburg a.d. Isar

- Launched digital citizen participation tools, spearheaded youth engagement, drove data-driven governance (e.g. dashboard for city budget).
- Initiated UX research process to improve city service platforms and website (e.g., issue reporting).
- Coordinated digitizing of administrative processes (e.g., permit applications) & implementation of political communication pipeline.

08/2022 - to date

Computer Science Teacher, Free State of Bavaria

- Taught programming fundamentals to high school students.
- Developed tailored curricula with hands-on projects in Java and SQL.

09/2024 - 07/2025

Visiting Researcher, University of California Berkeley

School of Information

- Research on nudging digital media consumers toward balanced news diets.
- Investigated harm reduction in micro-targeted advertising for vulnerable groups.
- Evaluated learning outcomes in interface design/development lectures.

08/2021 - 02/2022

UX Researcher, Capmo

- Researched construction scheduling, defined requirements for new features.
- Prototyped and tested 3 iterations with end users.
- Validated beta functionality in real-world settings (30 users, SUS benchmarking).

04/2020 - 03/2021

Teaching and Research Assistant, Technical University of Munich

Computational Imaging and Inverse Problems Group, Chair for Databases, Chair for Information Systems, Chair for Didactics in CompSci

- Designed evaluations to improve course accessibility/digital content.
- Co-taught and adapted lectures for remote learning.
- Developed interactive tools for algorithm visualization and query language simplification.

09/2022 - 07/2025

09/2018 - 10/2020

09/2017 - 11/2017

09/2014 - 11/2014

Research Assistant, Technical University of Munich

Chair for Augmented Reality and Medical Applications

- A/B tested AR benefits in a serious game for memorizing hieroglyphs.
- Analyzed quantitative data on mixed reality interfaces.

07/2018 - 09/2019

Research Intern, Oxford Academic Health Science Network

- Addressed low patient-doctor responsiveness in prostate cancer care.
- Conducted interviews with both groups, co-designed a patient feedback/prototype for symptoms and medication tracking.

08/2018 - 02/2019

Graphic & Interaction Designer, Freelancing

e.g. German Iranian Chamber of Commerce and Industry, Ibn-Rushd-Goethe Mosque, different SMEs

- Audited designs for usability, accessibility, and flow; proposed optimizations.
- Created new brand guidelines, web structures, and design systems.

04/2018 - to date

Working Student, Airbus Defence and Space

- Identified low engagement in ATC software via user interviews.
- Boosted immersion through gamification and UI improvements.
- Evaluated enhancements via quantitative studies and interviews.

08/2016 - 02/2017

Intern, Bavarian State Chancellery







- Coordinated cross-departmental projects and stakeholder communications.
- Drafted policy briefs and designed presentations for government officials.

07/2012 - 09/2012






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Additional information and less important stuff

VOLUNTEERING (selection)

- FRESH - jung, bunt, aktiv e. V.** 12/2019 - to date
political party for local elections 2020, co-founded
 designing and establishing brand to campaign with for local election. Leading through policy finding with candidates.
organising campaign events and logistics for e.g. merchandise, flyers, posters.
- BETA Model European Union Strasbourg** 04/2018 - 01/2020
Simulation of the Parliament of the European Union
 re-designing and illustrating new corporate design for the event itself and external communication.
preparing and organising 2019 Model European Union in Strasbourg. Assisting participants who take role of journalists during the simulation.
- AStA & Fachschaft @ TUM** 06/2017 - 09/2024
student's union/representatives
 designing and establishing brand to campaign with for local election. Leading through policy finding with candidates.
organising campaign events and logistics for e.g. merchandise, flyers, posters.
- Diversity München e. V.** 09/2016 - to date
youth centre in Munich for queer youth aged 14-27
 conducting and evaluating diversity education classes in schools and educational institutions.
organising weekly casual events & supervising minors during trips.
- OHHH! Foundation** 02/2012 - 12/2024
sex-ed NGO, formerly known as Jugend gegen AIDS or Youth against AIDS
 designing, setting up and evaluating concept and curriculum for teaching sex-ed to youth.
teaching sex-ed in schools and educational institutions. Training peers to teach sex-ed in schools and educational institutions.
conducting research on STI prevention, sexual education, sexual health and risk factors among youth.
- Bayerischer Integrationsrat** 10/2012 - 09/2016
Bavarian Integration Council (public expert committee)
 proposing policy targeted at integration of citizens and non-citizens with history of migration.
evaluating needs and problems faced by individuals with history of migration.

AWARDS, STIPENDS, SCHOLARSHIPS

- Scholarship, Bavarian State Government** 12/2021
 Funding for research conducted abroad covering travel and accommodation expenses. Publically funded.
Selected based on grades, research proposal and financial need.
- Sponsorship, School of Information at UC Berkeley** 08/2021
 Exemption from visiting researcher service fees.
Selected based on resources of the hosting faculty or school.
- Fellowship, Elite Network of Bavaria** 10/2018 - to date
 Access to different online resources and networking events.
Selected as part of specific graduate "elite" degrees.
- Scholarship, Erasmus+** 08/2015
 Covering travel and living costs for studying at a participating university. Publically funded.
Selected for my prioritised university of choice (Newcastle University). Most applicants will be accepted for one of the chosen universities.
- Stipend, Hanns-Seidel-Foundation** 10/2012 - 09/2015
 Monthly grant of 300€, covering living expenses for studying abroad, access to foundation's educational programme and networking events.
Selected as one of about fifty biannual intakes, out of more than 800 applicants.

SPECIFIC PROJECTS (selection)

- 2022 Mobile App: STI Tracking and anonymous notification**
no working title [in progress]
 Derived value added to public health goals through consistent tracing. Derived requirements and possible drop-outs for users in regard to privacy and intimacy. Designed different UI concepts. Implemented minimal set of functions using preact for the first time.
- 2016-2017 Project Study: Air Traffic Control as a Game**
Airbus Defence and Space & TU Munich
 Reviewed literature regarding Gamification as a tool to foster motivation and immersion. Applied provable techniques to stereoscopic ATC software developed by Airbus. Tackled initial reluctance of ATC professionals to engage with system using Game Design Elements. Evaluated measurable outcome.
www.campar.in.tum.de/Students/BaGruber
- 2018 Mobile App: categorising and reviewing wine**
"Phare" [discontinued]
 Conducted quantitative user research using questionnaires and qualitative user research using semi-structured interviews.
 Defined personas and user stories. Derived requirements and MVP.
Designed mockup for core user journey.
www.behance.net/decentbi
- 2020 New vertical: scheduling tool for construction webapp**
Capmo
 Conducted initial user research via qualitative interviews with existing customers. Alternatives were more generic (e.g. MS project) or outmoded.
 Defined user story map, derived and prioritised requirements.
Evaluated multiple states of prototype and final Beta version ahead of release.
www.capmo.de/bauzeitenplan