Changkun Ou, Ph.D. (欧长坤)

contact@changkun.de

changkun.de

@changkun

Curriculum Vitae

Online version: https://changkun.de/s/cv

Last updated: February 1, 2026

Staff Engineer | Ph.D. in Computer Science, LMU Munich

Leading organization-wide AI transformation across revenue management, customer service, B2B sales, and SRE. Architecting enterprise AI platforms while delivering measurable business outcomes including 2.5% margin uplift through human-in-the-loop optimization. Research background in human-AI interaction (310+ citations, h-index 9), combining theoretical insight with robust engineering to build scalable production systems. See Research Portfolio.

Education

Ph.D. Media Informatics (Dr. rer. nat.) — **Feb. 2019 – Apr. 2023**

LMU Munich — *Munich, Germany*

- **Thesis**: *"The Intelligence in the Loop: Empirical Explorations and Reflections", Magna cum Laude*
- **Advisor**: *Prof. Dr.-Ing. Andreas Butz*

Master Student Human-Computer Interaction (M.Sc.) — **Oct. 2016 – Jan. 2019**

LMU Munich; overall grade: 1.63 (max. 1.0) "Very Good" — *Munich, Germany*

- **Thesis**: *"Understanding and Predicting Web Browsing Behavior"*
- **Advisors**: *Dr. Daniel Buschek, Dr. Malin Eiband, Prof. Dr. Heinrich Hußmann*

Bachelor Student Computer Science and Engineering (B.Eng.) — **Sep. 2012 – Jul. 2016**

Southwest University for Nationalities; overall grade: 3.74 (max. 4.0), ranked 1st of 154 students — *Chengdu, China*

- **Thesis**: *"Designing Alternative Contact-free Control Modalities for Smart Watches"*
- **Advisor**: *Prof. Dr. Yaxi Chen*

Professional Experience

Staff Engineer — **Oct. 2025 – Present**

Sixt SE — *Munich Pullach, Germany*

- **As AI transformation lead**: Leading organization-wide AI transformation across revenue management, customer service, B2B sales, and SRE platform domains.
- **As AI platform lead**: Architected enterprise AI platform: AI chat interface, self-service agent builder, company-wide agent framework with eval pipeline, centralized LLM gateway, knowledge management system (indexing documentation, contracts, guidelines, tickets, and conversation memory), workflow orchestration, low-code platform (enabling non-tech users to build applications), and document processing pipeline with governance.
- **As engineer**: Led 637+ PRs across 50+ repositories in 2025; built competition-based pricing, compliance infrastructure, AI security and governance, and deployed code review automation across 25+ repositories.
- **As contributor**: Published production-quality Go SDKs; contributed upstream to major open source projects (LibreChat, mcp-go).

Senior Software Engineer — **Aug. 2023 – Sep. 2025**

Sixt SE — *Munich Pullach, Germany*

- **As researcher**: Led AI transformation initiatives by managing executive and C-level stakeholders, integrating LLM-based solutions into core business operations.
- **As engineer**: Designed and delivered human-in-the-loop revenue optimization systems, driving an estimated 2.5% margin uplift and enabling strategic organizational shifts.
- **As mentor**: Mentored engineers through technically challenging projects and actively contributed to building and scaling high-performing engineering teams.

Software Engineer — **Sep. 2022 – Jul. 2023**

Sixt SE — *Munich Pullach, Germany*

- **As engineer**: Led the design and build of modern automated pricing revenue management, making yield systems approximately 300x faster and enabling the business to scale 10x

- **Involved techniques**: Go; C++; Python; Kubernetes; Jenkins; Prometheus; Postgres; Redis; AWS; etc.

Research Associate, Lecturer **Apr. 2018 – Mar. 2023, Apr. 2024 – Present**

LMU Munich *Munich, Germany*

- **As lecturer**: Supervised 18 students in conducting scientific research
- **As researcher**: Researched human-in-the-loop machine learning for 3D graphics systems
- **As teacher**: Taught 12 classes (as lecturer/instructor/assistant/tutor) and supervised 20+ student theses and seminars
- **As developer**: Developed a 3D mesh processing backend system in collaboration with industry partner WAY digital solutions; developed, migrated, and maintained a 17-year-old university CMS system and a 13-year-old collaborative system

Backend Software Engineer (Remote) **Apr. 2018 – Jan. 2019**

LabEx Technology Ltd *Munich, Germany*

- **As team leader**: Led development of an overseas product; established microservice-based backend architecture; the product autoscaled cloud instances (on AWS/AlibabaCloud) ranging from 20 to 200; the user base grew from 5k+ to 30k+ during my tenure.
- **As developer**: 1) Developed a scalable remote desktop proxy (supporting WebSocket to VNC/RDP/SSH protocols) using Go; 2) developed an automated multi-cloud resource management microservice that abstracts cross-cloud providers (supporting AWS/AlibabaCloud across 15+ cloud products, e.g., IAM/EC2/VPC), scaled and used by 10k+ users; 3) developed a Kubernetes-like container and instance hybrid management service.
- **Involved techniques**: Frontend: Vue, jQuery, Webpack, Electron; Backend: Go, Cgo, Gin, Beego, gRPC, MySQL, MongoDB, Redis, Hypervisor, Nginx, Docker, Kubernetes, AWS, AlibabaCloud, etc

Fullstack Engineer (Freelance) **Nov. 2017 – Mar. 2018**

Rocketlingo UG *Munich, Germany*

- **As developer**: Developed a voice bot to help novice language learners improve their skills through real-time voice recognition and synthesis (supporting web and Amazon Alexa); optimized audio streaming and multilingual fault tolerance using machine learning
- **Involved techniques**: TypeScript; WebSocket; Angular; Google Cloud STT and TTS; Sklearn; Voice Recognition; etc

Software Engineer (Intern) **Jun. 2016 – Sep. 2016**

Shiyanlou *Chengdu, China*

- **As developer**: Developed a cross-platform desktop application using Electron; developed a recommendation system for e-learning; deployed and operated a logging system for internal data analysis
- **As content creator**: Wrote 20+ professional educational materials on C++
- **Involved techniques**: C++; Python; MongoDB; Collaborate Filtering; Elasticsearch; Logstash; Kibana; Redis; Electron, etc.

Publications

Articles

- **Changkun Ou**. Sven Mayer, Daniel Buschek, Andreas Butz. 2024. *Rethinking Opinion Measurement Interfaces for Human-in-the-Loop Optimization.* In ACM Transactions on Computer-Human Interaction. ACM, New York, NY, USA, 28 pages. SUBMITTED.
- Francesco Chiossi, Ines Trautmannsheimer, **Changkun Ou**, Uwe Gruenefeld, Sven Mayer. 2024. *Searching across Realities: Investigating ERPs and Eye-Tracking Correlates of Visual Search in Mixed Reality.* In IEEE Transactions on Visualization and Computer Graphics (TVCG). https://doi.org/10.1109/TVCG.2024.3456173
- Francesco Chiossi, **Changkun Ou**, Carolina Gerhardt, Felix Putze, Sven Mayer. 2024. *Understanding the Impact of the Reality-Virtuality Continuum on Visual Search Using Fixation-Related Potentials and Eye Tracking Features.* In Proceedings of the ACM on Human-Computer Interaction 8 (MHCI), 1-33. https://doi.org/10.1145/3676505
- Francesco Chiossi, Youssef El Khaoudi, **Changkun Ou**, Ludwig Sidenmark, Ahmed Zaky, Tiare Feuchtner, et al. 2024. *Evaluating Typing Performance in Different Mixed Reality Manifestations Using Physiological Features.* In Proceedings of the ACM on Human-Computer Interaction 8 (ISS), 377-406. https://doi.org/10.1145/3698145
- Yaxi Chen, **Changkun Ou**. 2016. *Combining Touch Biometrics and Motion Sensors for Hand Posture Recognition and User Authentication System.* In Journal of Southwest University for Nationalities (Nature Science Edition). 7 pages. https://doi.org/10.11920/xnmdzk.2016.04.011
- Yaxi Chen, **Changkun Ou**, Zhaoyang Guo. 2014. *Space interactions based on monocular vision and simple gestures.* In Journal of Southwest University for Nationalities (Natural Science Edition). 6 pages. https://doi.org/10.3969/j.issn.1003-4271.2014.06.13

Proceedings

- Dennis Dietz, Florian Berger, **Changkun Ou**, Francesco Chiossi, Giulia Graeber, Andreas Butz, Matthias Hoppe. 2025. *VReflect: Evaluating the Impact of Perspectives, Mirrors and Avatars in Virtual Reality Movement Training.* In 31st ACM Symposium on Virtual Reality Software and Technology (VRST '25). ACM, New York, NY, USA. https://doi.org/10.1145/3641825.3687724
- Oliver Hein, Sebastian Wackerl, **Changkun Ou**, Florian Alt, Francesco Chiossi. 2025. *At the Speed of the Heart: Evaluating Physiologically-Adaptive Visualizations for Supporting Engagement in Biking Exergaming in Virtual Reality.* In Proceedings of the First Annual Conference on Human-Computer Interaction and Sport (HCIS '25). ACM, New York, NY, USA.
- Francesco Chiossi, **Changkun Ou**, Sven Mayer. 2024. *Optimizing Visual Complexity for Physiologically-Adaptive VR Systems: Evaluating a Multimodal Dataset Using EDA, ECG and EEG Features.* In Proceedings of the 2024 International Conference on Advanced Visual Interfaces (AVI '24). ACM, New York, NY, USA. https://doi.org/10.1145/3656650.3656669
- Rasha M. Amin, Fang Chen, Linus Hirsch, **Changkun Ou**, Tram V. La, Andreas Butz. 2024. *Integrating Crowd and Machine Learning in an Intelligent Interface: A Case Study of Oil Spill Detection in Satellite Images.* In Proceedings of the 2024 International Conference on Advanced Visual Interfaces (AVI '24). ACM, New York, NY, USA. https://doi.org/10.1145/3656650.3656686
- Francesco Chiossi, **Changkun Ou**, Felix Putze, Sven Mayer. 2024. *Detecting Internal and External Attention in Virtual Reality: A Comparative Analysis of EEG Classification Methods.* In Proceedings of the International Conference on Mobile and Ubiquitous Multimedia (MUM '24). ACM, New York, NY, USA. https://doi.org/10.1145/3701571.3701587
- Dennis Dietz, Florian Berger, **Changkun Ou**, Francesco Chiossi, Giulia Graeber, Andreas Butz, Matthias Hoppe. 2024. *VReflect: Designing VR-Based Movement Training with Perspectives, Mirrors and Avatars.* In 30th ACM Symposium on Virtual Reality Software and Technology (VRST '24). ACM, New York, NY, USA. https://doi.org/10.1145/3641825.3687724
- **Changkun Ou**, Sven Mayer, Andreas Butz. 2023. *The Impact of Expertise in the Loop for Exploring Machine Rationality.* In 28th International Conference on Intelligent User Interfaces (IUI '23), March 27-31, 2023, Sydney, NSW, Australia. ACM, New York, NY, USA, 15 pages. (12 citations) https://doi.org/10.1145/3581641.3584040
- Francesco Chiossi, **Changkun Ou**, Sven Mayer. 2023. *Exploring Physiological Correlates of Visual Complexity Adaptation: Insights from EDA, ECG, and EEG Data for Adaptation Evaluation in VR Adaptive Systems.* In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23). ACM, New York, NY, USA, 9 pages. (22 citations) https://doi.org/10.1145/3544549.3585838
- Francesco Chiossi, **Changkun Ou**, Carolina Gerhardt, Felix Putze, Sven Mayer. 2023. *Designing and Evaluating an Adaptive Virtual Reality System using EEG Frequencies to Balance Internal and External Attention States.* arXiv preprint arXiv:2311.10447. (49 citations) https://arxiv.org/abs/2311.10447
- Francesco Chiossi, Luke Haliburton, **Changkun Ou**, Andreas Butz, Albrecht Schmidt. 2023. *Short-Form Videos Degrade Our Capacity to Retain Intentions: Effect of Context Switching On Prospective Memory.* In the 2023 ACM Conference on Human-Computer Interaction (CHI'23). ACM, New York, NY, USA, 14 pages. (112 citations) https://doi.org/10.1145/3544548.3580778
- Dennis Dietz, Carl Oechsner, **Changkun Ou**, Francesco Chiossi, Fabio Sarto, Sven Mayer, Andreas Butz. 2022. *Walk This Beam: Impact of Different Balance Assistance Strategies and Height Exposure on Performance and Physiological Arousal in VR.* In 28th ACM Symposium on Virtual Reality Software and Technology (VRST '22). ACM, New York, NY, USA, Article 32, 12 pages. **Best Paper Award**. (24 citations) https://doi.org/10.1145/3562939.3567818
- **Changkun Ou**, Daniel Buschek, Sven Mayer, Andreas Butz. 2022. *The Human in the Infinite Loop: A Case Study on Revealing and Explaining Human-AI Interaction Loop Failures.* In Mensch und Computer 2022 (MuC'22). ACM, New York, NY, USA, 11 pages. **Honorable Mention Award**. (15 citations) https://doi.org/10.1145/3543758.3543761
- **Changkun Ou**, Daniel Buschek, Malin Eiband, Andreas Butz. 2021. *Modeling Web Browsing Behavior across Tabs and Websites with Tracking and Prediction on the Client Side.* arXiv preprint. 10 pages. https://arxiv.org/abs/2103.04694.
- Kai Holländer, Luca Schellenberg, **Changkun Ou**, and Andreas Butz. 2020. *All Fun and Games: Obtaining Critical Pedestrian Behavior Data from an Online Simulation.* In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '20). ACM, New York, NY, USA, 9 pages. https://doi.org/10.1145/3334480.3382797
- **Changkun Ou**, Yifei Zhan, Yaxi Chen. 2019. *Identifying Malicious Players in GWAP-based Disaster Monitoring Crowdsourcing System.* In the 2nd International Conference on Artificial Intelligence and Big Data (ICAIBD). IEEE. New York, NY, USA, 10 pages. **Best Paper Award**. https://doi.org/10.1109/ICAIBD.2019.8836972

Books

- **Changkun Ou**. 2023. *The Elements of Go: Under the Hood.* To appear in Posts & Telecom Press. https://golang.design/under-the-hood/
- Quancheng Rao, **Changkun Ou**. 2022. *The Handbook of Go Programming Interviews.* China Machine Press. ISBN: 9787111702429. https://golang.design/go-questions
- **Changkun Ou**. 2021. *Modern C++ Tutorial: C++11/14/17/20 On the Fly.* In GitHub. 89 pages. https://changkun.de/modern-cpp

Technical Reports

- **Changkun Ou**. 2021. *(Generic) Functional Options Pattern.* In the golang.design Research. 10 pages. https://golang.design/research/generic-option.pdf
- **Changkun Ou**. 2021. *The Ultimate Channel Abstraction.* In the golang.design Research. 14 pages. https://golang.design/research/ultimate-channel.pdf
- **Changkun Ou**. 2021. *A Concurrent-safe Centralized Pointer Managing Facility.* In the golang.design Research. 14 pages. https://golang.design/research/cgo-handle.pdf
- **Changkun Ou**. 2021. *Scheduling Function Calls with Zero Allocation.* In the golang.design Research. 17 pages. https://golang.design/research/zero-alloc-call-sched.pdf
- **Changkun Ou**. 2020. *Pointers Might Not be Ideal as Arguments.* In the golang.design Research. 10 pages. https://golang.design/research/pointer-params.pdf
- **Changkun Ou**. 2020. *Eliminating A Source of Measurement Errors in Benchmarks.* In the golang.design Research. 10 pages. https://golang.design/research/bench-time.pdf

Miscellaneous

- Julius Girbig, **Changkun Ou**, and Sylvia Rothe. 2022. *Generative 3D Animation Pipelines: Automating Facial Retargeting Workflows.* In Workshop on "AI-Generated Characters: Putting Deepfakes to Good Use" of CHI '22: ACM CHI Conference on Human Factors in Computing Systems. New Orleans, LA, USA, 4 pages. https://changkun.de/paper/deepfake.pdf
- Yang Li, Eszter Harmat, Mona Mayer, **Changkun Ou**. 2022. *Examining Actual Effects of a Tangible Tool on Children's Collaboration.* In 2022 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct). IEEE, 3 pages. https://doi.org/10.1109/ISMAR-Adjunct57072.2022.00068
- Jingyi Li, **Changkun Ou**, Yong Ma. 2019. *Cultivation and Incentivization of HCI Research and Community in China: Taxonomy and Social Endorsements.* In Workshop on "HCI in China: Research Agenda, Education Curriculum, Industry Partnership, and Communities Building" of the 2020 CHI Conference on Human Factors in Computing Systems (CHI EA '19). Glasgow, UK, 7 pages. https://changkun.de/paper/china.pdf
- **Changkun Ou**. 2018. *An Introduction to Recent Mobile Affective Inference Techniques: Methods, Applications and Challenges.* In Advanced Seminar Media Computer Science, LMU Munich. 9 pages. https://changkun.de/paper/emotions.pdf
- Matthias Geiger, **Changkun Ou**, Cedric Quintes. 2017. *WatchOut: A Road Safety Extension for Pedestrians on a Public Windshield Display.* arXiv preprint. 5 pages. https://arxiv.org/abs/1905.05390
- **Changkun Ou**, Mu Huang, Mengxin Shi, Jiang Cheng. 2014. *A Study in Keep-Right-Except-To-Pass Rule.* In the Mathematical Contest in Modeling. 35 pages. **Meritorious Winner** https://changkun.de/paper/keepright.pdf

Presentations

- Changkun Ou. 2022. *The Decision Maker's Dilemma: or how I stopped struggling with possible choices.* LMU Munich Internal Doctoral Colloquium. Chiemsee, Germany. https://changkun.de/talk/dilemma.pdf
- Changkun Ou. 2022. *Generics in Go 1.18.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/generics118.pdf
- Changkun Ou. 2022. *What is A Rational Community Discussion?* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/rational.pdf
- Changkun Ou. 2021. *Can we compute the free-will?.* LMU Munich Internal Doctoral Colloquium. Venice, Italy. https://changkun.de/talk/polyred6fold.pdf
- Changkun Ou. 2021. *Delicate Dance: Preferences in Interactive Meshing.* LMU Munich Internal Doctoral Colloquium. Virtual Event. https://changkun.de/talk/polyred5star.pdf

- Changkun Ou. 2020. *A Future of Polygon Reduction.* LMU Munich Internal Doctoral Colloquium. Venice, Italy. https://changkun.de/talk/polyred4us.pdf
- Changkun Ou. 2020. *Reliable Benchmarking.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/gobench.pdf
- Changkun Ou. 2020. *Go 2 Generics? A (P)review.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/go2generics.pdf
- Changkun Ou. 2020. *A Study on Go Timer Implementation.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/timer.pdf
- Changkun Ou. 2019. *Technological Outlook.* Lecture Online Multimedia. Munich. https://changkun.de/talk/omm9.pdf
- Changkun Ou. 2019. *Understanding Communicating Sequential Processes.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/csp.pdf
- Changkun Ou. 2019. *Simplicity is complicated: On the balance of performance and knobs.* LMU Munich Internal Doctoral Colloquium. Vienna, Austria. https://changkun.de/talk/polyred2what.pdf
- Changkun Ou. 2019. *Real-world Go Concurrency Bugs.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/bug.pdf
- Changkun Ou. 2019. *Internals of Channel and Select in Go.* The TalkGo Meetup. Virtual Event. https://changkun.de/talk/channel.pdf
- Changkun Ou. 2019. *Identifying Malicious Players in GWAP-based Disaster Monitoring Crowdsourcing System.* ICAIBD. Chengdu, China. https://changkun.de/talk/gwap.pdf
- Changkun Ou. 2019. *A Glimpse to the Advances of Mesh Representation Learning.* Internal Doctoral Colloquium Spring. Bernried, Germany. https://changkun.de/talk/polyred1step.pdf
- Changkun Ou. 2019. *Understanding and Predicting User Browsing Behavior.* Masters Defence Presentation. Munich, Germany. https://changkun.de/talk/master.pdf
- Changkun Ou. 2018. *On the development of Quantified UX Metric.* Design Workshop II, LMU Munich. Munich, Germany https://changkun.de/talk/qux.pdf
- Changkun Ou. 2018. *Capsule Network with Routing Mechanism.* Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. https://changkun.de/talk/capsnet1.pdf, https://changkun.de/talk/capsnet2.pdf
- Changkun Ou. 2018. *Understanding Generalization in Deep Learning.* Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. https://changkun.de/talk/generalization.pdf
- Hermann Redich, Patrick Börzel, Isabella Galter, Collin Leiber, Changkun Ou. 2018. *Convolutional Neural Networks from Zero to Hero.* Advanced Seminar Deep Learning, LMU Munich. Munich, Germany. https://changkun.de/talk/cnn.pdf
- Changkun Ou. 2016. *Mathematical Modeling Tutorial.* TouTube. Virtual Events. https://changkun.de/s/playlist/math-modeling

Theses

- **Changkun Ou**. 2024. *The Intelligence in the Loop: Empirical Explorations and Reflections.* Institute of Computer Science. LMU Munich. 151 pages. **Ph.D. Thesis**. https://edoc.ub.uni-muenchen.de/33556/
- **Changkun Ou**. 2019. *Understanding and Predicting Web Browsing Behavior.* In the Institute of Computer Science. LMU Munich. 70 pages. **Master Thesis**. **Sehr gut (1,0)**. https://changkun.de/thesis/master.pdf
- **Changkun Ou**. 2016. *Designing Alternative Contact-free Control Modalities for Smart Watches.* In the Institute of Computer Science and Engineering. Southwest University of Nationalities. 47 pages. **Bachelor Thesis**. **Excellent Bachelor Thesis**. https://changkun.de/thesis/bachelor.pdf

Expertise and Skills

- **Domain**: *LLM-based AI*; *Machine learning* (pytorch/sklearn/tensorflow/etc); *Data analysis* (numpy/seaborn/pandas/etc.); *Computer graphics* (3D rendering and geometry processing, Blender/OpenGL/Metal/three.js); *Web development* (Go/React/etc.).
- **Language**: *Go* (9+ years); *Python* (7+ years); *LaTeX* (10+ years); *C/C++* (5+ years); *JavaScript/TypeScript* (5+ years).; I speak native Mandarin; fluent professional English; elementary German.

Scholarships and Awards

ACM SIGCHI Gary Marsden Travel Awards **Jan. 2023**
Full Travel Support

ACM Symposium on Virtual Reality Software and Technology **Nov. 2022**
Best Paper Award

ACM SIGCHI Mensch und Computer **Sep. 2022**
Honorable Mention Award

ACM SIGCHI Special Recognitions (CHI '20) **Nov. 2019**
Outstanding Reviews

Siemens AILab Hackathon **Nov. 2017**
2nd Winner *Munich, Germany*

China National Scholarship **Sep. 2016**
University of Electronic Science and Technology of China *Chengdu, China*

Excellent Bachelor Thesis Award **Jun. 2016**
Southwest University for Nationalities *Chengdu, China*

Best University Graduates Award **Jan. 2016**
Sichuan Province *Chengdu, China*

Outstanding Student Scholarship **Nov. 2015**
Southwest University for Nationalities *Chengdu, China*

Annual Excellent Student Innovative Project **Jun. 2015**
Southwest University for Nationalities *Chengdu, China*

Sichuan Province Computer Production Competition **May 2015**
2nd Award *Chengdu, China*

China National Scholarship **Sep. 2014**
Southwest University for Nationalities *Chengdu, China*

Meritorious Winner in Mathematical Contest in Modeling (MCM) **Apr. 2014**
Top 9% internationally

Volunteering

Associate Chair (Understanding People —Mixed and Alternative Methods) **CHI '26**
The ACM CHI Conference on Human Factors in Computing Systems

Associate Chair (Computational Interaction) **CHI '24, CHI '25**
The ACM CHI Conference on Human Factors in Computing Systems

Associate Chair (Human-Centred Intelligent Interactive Systems) **INTERACT '25**
The IFIP TC13 International Conference on Human-Computer Interaction

Reviewing
CHI '20 - CHI '25, MobileHCI '23, ICMI '22-'23, IMWUT '22, INTERACT '21

Open Source Activities and Organizations

I am enthusiastic about the open source movement and active in the Go community. Public statistics indicate that I have earned 20.8k+ stars, 14.9k+ total code commits, and contributed to 20 open source projects. A public contribution ranking indicates I am a **top-200 active user in Germany**. See github.com/changkun for more authored software (including frameworks/tools). Below are selected activities and organizations:

- **Go (organization member)**: An open source programming language developed by a team at Google with approximately 2 million developer users globally. I am one of 163 official Go organization members, current maintainer of the x/mobile repository, and an active contributor to the language runtime and standard library.

- **fyne (organization member)**: An open source cross-platform GUI framework written in Go. I am one of 12 organization members, mainly contributing to graphics and mobile drivers and performance improvements.
- **The golang.design Initiative (founder)**: I founded this organization, which currently hosts 25 software projects and has 6 core members. The website has had 465k+ page views and 66k+ unique visitors since September 2020.
- **The TalkGo community (organization member)**: I am a core member of this organization. The community organizes weekly public tech talks, currently has 6.35k+ subscribers, and has organized 132 public talks. I contributed 7 talks, which are among the most viewed.
- **Occasional contributions**: Tensorflow (164+ stars), etcd (39.6k+ stars), etc.

Teaching Experience

Lecture Computer Graphics **2020/2021/2022**
As teaching assistant and instructor at LMU Munich. For B.Sc. students, approx. 200 students each year. *Summer*
Authored materials: https://changkun.de/s/teach/cg

Practical Geometry Processing **2020/2021**
As lecturer and instructor at LMU Munich. For M.Sc. students, 6 students each year. *Winter*
Authored materials: https://changkun.de/s/teach/gp

Lecture Information Visualization **2021**
As teaching assistant at LMU Munich. For M.Sc. students, approx. 100 students. *Winter*
Authored materials: https://changkun.de/s/teach/iv

Lecture Online Multimedia **2019**
As teaching assistant and guest speaker at LMU Munich. For M.Sc. students, approx. 180 students. *Winter*
Authored materials: https://changkun.de/s/teach/omm

Seminar Advances in Computer Graphics **2019**
As event organizer and supervisor at LMU Munich. For M.Sc. students, 6 students. *Winter*

Seminar Advanced Media Informatics **2019/2021**
As supervisor at LMU Munich *Summer/Winter*

Lecture Deep Learning and Artificial Intelligence **2018**
As student tutor at LMU Munich. *Winter*
Authored manuscripts: https://changkun.de/s/teach/dl

Lecture Machine Learning **2018**
As student tutor at LMU Munich. *Summer*
Authored manuscripts: https://changkun.de/s/teach/ml

Lecture Human-computer Interaction **2015**
As student tutor at Southwest University for Nationalities. *Summer*

Theses/Seminars Supervision **2020/2021/2022**
As supervisor

- **Bachelor Thesis**: 2022. Shiyi Gou. *Exploring, Assisting, and Improving Human Rationality using Computational Approaches.*
- **Master Thesis**: 2022. Johannes Merkt. *Procedural Modeling with Nodes.*
- **Master Thesis**: 2022. Kehong Deng. *High Dimensional Trajectory Data Interpretation and Visualization.*
- **Bachelor Thesis**: 2022. Nicolas Mogicato. *On-the-fly Mesh Streaming.*
- **Bachelor Thesis**: 2022. Benjamin Sühling. *Mesh Repairing using Deep Networks.*
- **Bachelor Thesis**: 2022. Zihan Kong. *Real Time Ray Tracing using Generative AI.*
- **Bachelor Thesis**: 2022. Gerhard van Nooy. *Appearance-Preserving Mesh Processing in Hierarchical Networks.*
- **Master Thesis**: 2021. Kevin Nsieyanji. *Scheduling, Profiling and Optimizing Hybrid Renderer.*
- **Bachelor Thesis**: 2021. Feng Chen. *Exploiting Human Preferences with Reinforcement Learning Approaches.*
- **Master Seminar**: 2021. Darina Cvetanova. *Recent Advances in Neural Rendering for 3D Applications.*
- **Bachelor Thesis**: 2021. Julius Girbig. *Automated Facial Rig Registration for Motion Capture.* Cosupervision: Prof. Dr. Sylvia Rothe.
- **Bachelor Thesis**: 2021. Oliver Möller. *Web User Interface Optimization from Preferential Ratings.*
- **Bachelor Thesis**: 2021. Christian Schmidt. *Progressive BVH Refinement in Interactive Ray Tracing.*
- **Master Thesis**: 2021. Elena Liebl. *Evaluating Human Expertise in 3D Model Simplification.*
- **Master Thesis**: 2021. Samuel Eiler. *Meshless Neural Rendering.*

- **Master Seminar**: 2020. Maksimilians Verbickis *Understanding and Evaluating Human Preferences in 3D Modeling.*
- **Master Seminar**: 2020. David Dodel, Ofek Lewinsohn. *Geometric Processing in Learning.* Cosupervision: Dennis Dietz.
- **Master Seminar**: 2020. Felix Dietz, Daniel Neumann. *Reinforcement Learning in Physics-based Simulation.* Cosupervision: Dennis Dietz.
- **Master Seminar**: 2020. Cecilia Thümmler. *Human Perception and Preference in 3D Modelling.*