

**Human-AI Systems Leader | Ph.D. in Computer Science, LMU Munich**

Leading LLM-based AI initiatives in business domains while delivering measurable outcomes—including a 2.5% margin uplift through human-in-the-loop revenue optimization. Research background in human-AI interaction, focusing on design trade-offs and algorithmic support for human decision-making. Combines theoretical insight with robust engineering practice to build efficient, scalable systems. See [Research Protofolio](#).

**EDUCATION**

<b>Ph.D. Media Informatics (Dr. rer. nat.)</b> <i>LMU Munich</i> <ul style="list-style-type: none"><li>◦ <b>Thesis:</b> <i>"The Intelligence in the Loop: Empirical Explorations and Reflections"</i>, Magna cum Laude</li><li>◦ <b>Thesis Committee:</b> Prof. Dr.-Ing. <a href="#">Andreas Butz</a> (Erstberichterstatter), Prof. Dr. <a href="#">Eyke Hüllermeier</a> (Zweitberichterstatter), Prof. Dr.-Ing. <a href="#">Marc Stamminger</a> (Drittberichterstatter).</li></ul>	<b>Feb. 2019 – Apr. 2023</b> <i>Munich, Germany</i>
<b>Master Student Human-Computer Interaction (M.Sc.)</b> <i>LMU Munich; overall grade: 1.63 (max. 1.0) between "Very Good" and "Good"</i> <ul style="list-style-type: none"><li>◦ <b>Thesis:</b> <i>"Understanding and Predicting Web Browsing Behavior"</i></li><li>◦ <b>Advisors:</b> Dr. <a href="#">Daniel Buschek</a>, Dr. <a href="#">Malin Eiband</a>, Prof. Dr. <a href="#">Heinrich Hußmann</a></li></ul>	<b>Oct. 2016 – Jan. 2019</b> <i>Munich, Germany</i>
<b>Bachelor Student Computer Science and Engineering (B.Eng.)</b> <i>Southwest University for Nationalities; overall grade: 3.74 (max. 4.0), "Top 1" of 154 students</i> <ul style="list-style-type: none"><li>◦ <b>Thesis:</b> <i>"Designing Alternative Contact-free Control Modalities for Smart Watches"</i></li><li>◦ <b>Advisor:</b> Prof. Dr. <a href="#">Yaxi Chen</a></li></ul>	<b>Sep. 2012 – Jul. 2016</b> <i>Chengdu, China</i>

**RECENT PROFESSIONAL EXPERIENCE**

<b>Senior Software Engineer</b> <i>Sixt SE</i> <ul style="list-style-type: none"><li>◦ <b>As researcher:</b> Led AI transformation initiatives by managing executive and C-level stakeholders, integrating LLM-based solutions into core business operations.</li><li>◦ <b>As engineer:</b> Designed and delivered human-in-the-loop revenue optimization systems, driving an estimated 2.5% margin uplift and enabling strategic organizational shifts.</li><li>◦ <b>As mentor:</b> Mentored engineers through technically challenging projects and actively contributed to building and scaling high-performing engineering teams.</li></ul>	<b>Aug. 2023 – Present</b> <i>Munich Pullach, Germany</i>
<b>Software Engineer</b> <i>Sixt SE</i> <ul style="list-style-type: none"><li>◦ <b>As engineer:</b> Led the design and build of modern automated pricing revenue management, making yield systems approx. 300x faster; enabling to scale business 10x more</li><li>◦ <b>Involved techniques:</b> Go; C++; Python; Kubernetes; Jenkins; Prometheus; Postgres; Redis; AWS; etc.</li></ul>	<b>Sep. 2022 – Jul. 2023</b> <i>Munich Pullach, Germany</i>
<b>Research Associate, Lecturer</b> <i>LMU Munich</i> <ul style="list-style-type: none"><li>◦ <b>As lecturer:</b> supervising 18 students in conducting scientific research</li><li>◦ <b>As researcher:</b> research on human-in-the-loop machine learning 3D graphics systems</li><li>◦ <b>As teacher:</b> teach 12 classes (as lecturer/instructor/assistant/tutor), and supervising 20+ student theses and seminars</li><li>◦ <b>As developer:</b> develop a 3D mesh processing backend system in collaboration with industry partner <a href="#">WAY digital solutions</a>; develop, migrate, and maintain a 17 year-old <a href="#">university CMS system</a>, and a 13 year-old <a href="#">collaborative system</a></li></ul>	<b>Aprl. 2018 – Mar. 2023, Aprl. 2024 – Present</b> <i>Munich, Germany</i>

**PUBLICATIONS**

See [my research page](#) or [Google Scholar](#) for more details.

## EXPERTISE AND SKILLS

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The following outlines years of experience and provides an estimated proficiency level:

- **Domain:** *LLM-based AI* (2 years of industry practice, *experienced*); *Computer graphics* (3D rendering and geometry processing, 3 years of Bachelors level teaching at university, 2 years of Masters level teaching, Blender/OpenGL/Metal/three.js, *experienced*); *Machine learning* (1 year of Masters level teaching at university, 2 years of industrial practices, sklearn/tensorflow/pytorch/etc, *experienced*); *Data analysis* (3 years of PhD research, numpy/seaborn/pandas/etc., 2 years of industrial data analysis, *experienced*); *Web development* (2 years of industrial backend engineering, Go/React/etc., *experienced*).
- **Language:** Go (9+ years+, *expert*); Python (7+ years, *experienced*);  $\text{\LaTeX}$  (10+ years, *expert*); C/C++ (5+ years, *intermediate*); JavaScript/TypeScript (5+ years, *intermediate*); I speak native Mandarin; fluent professional English; elementary German.

## SCHOLARSHIPS AND AWARDS

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<b>ACM SIGCHI Gary Marsden Travel Awards</b> <i>Full Travel Support</i>	<b>Jan. 2023</b>
<b>ACM Symposium on Virtual Reality Software and Technology</b> <i>Best Paper Award</i>	<b>Nov. 2022</b>
<b>ACM SIGCHI Mensch und Computer</b> <i>Honorable Mention Award</i>	<b>Sep. 2022</b>
<b>ACM SIGCHI Special Recognitions (CHI '20)</b> <i>Outstanding Reviews</i>	<b>Nov. 2019</b>
<b>Siemens AILab Hackathon</b> <i>2nd Winner</i>	<b>Nov. 2017</b> <i>Munich, Germany</i>
<b>China National Scholarship</b> <i>University of Electronic Science and Technology of China</i>	<b>Sep. 2016</b> <i>Chengdu, China</i>
<b>Excellent Bachelor Thesis Award</b> <i>Southwest University for Nationalities</i>	<b>Jun. 2016</b> <i>Chengdu, China</i>
<b>Best University Graduates Award</b> <i>Sichuan Province</i>	<b>Jan. 2016</b> <i>Chengdu, China</i>
<b>China National Scholarship</b> <i>Southwest University for Nationalities</i>	<b>Sep. 2014</b> <i>Chengdu, China</i>
<b>Meritorious Winner in American Mathematical Contest in Modeling (MCM' 14)</b> <i>Southwest University for Nationalities</i>	<b>Apr. 2014</b> <i>Chengdu, China</i>

## VOLUNTEERING

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<b>Associaite Chair (Computational Interaction)</b> <i>The ACM CHI Conference on Human Factors in Computing Systems</i>	<b>CHI '24, CHI '25</b>
<b>Associaite Chair (Human-Centred Intelligent Interactive Systems)</b> <i>The IFIP TC13 International Conference on Human-Computer Interaction</i>	<b>INTERACT '25</b>
<b>Reviewing</b> <i>CHI '20 - CHI'23, MobileHCI' 2023, ICMI' 2022, IMWUT' 2022, INTERACT' 2021</i>	